INTO THE FIRE — The legacy of a lost prince
THE DARK TOWER OF CABILAR — A deadly search for a crown
GRAKHIRT'S LAIR — At war with the norkers

# Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

ISSUE NO. 1 $3.75

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# Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

ISSUE NO. 1

COVER: Every silver lining has its cloud, as Keith Parkinson shows in his portrait of Flame from *Into the Fire.* Keith researched the treasures in Flame's hoard, borrowing from actual 14th- through 18th-century treasures in Europe. The enraged Flame, of course, is pure Keith.

## Out of the dungeon, into the fire

On a forgotten summer day in 1976, a college friend told me about a wild new game that she was playing in the local student center at the University of Kentucky. "We use beans for our characters," Shelia said. "It's hard to imagine that your bean is really a wizard, but we haven't got any figures to play with yet."

Later on, I found a small boxed copy of this game in a local hobby shop and brought it home. I read all three of the little tan booklets and didn't understand any of it. Such was my introduction to DUNGEONS & DRAGONS® gaming. I made Shelia Wise a halfling goddess in later years, in thanks for getting me started in this mess. Now I have a chance to pass on the favor to everyone else.

DUNGEON™ Adventures is a new periodical from TSR; Inc., in which you, the readers, may share your own adventures and scenarios from AD&D® and D&D® gaming with the legions of other fantasy gamers. Each issue offers a number of fairly short (but often quite complicated and long-playing) modules, selected from the best we receive.

What kind of adventures do you want to see? We're going to offer as broad a spectrum of material as possible: dungeon crawls, wilderness camp-outs, *Oriental Adventures* modules, solo quests, tournament designs, BATTLESYSTEM™ scenarios, and more. Of course, what we have to offer depends on what you send to us. (See our guidelines offer on page 60.)

Write in and tell us what you want.

Roger E. Moore


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"Sorry! I don't want any adventures, thank you. Not today."
Bilbo Baggins
*The Hobbit,* J.R.R. Tolkien

# ·letters·

Dear editor,

I see in DRAGON® #107 Magazine issue that you still lack a name for the module magazine you're about to produce. Why not call it *Wyrm?*

*Wyrm,* the old term for dragon, is seen in such classics as *Beowulf* and the *Nibelungenlied.* A sister magazine to DRAGON magazine should have a related name.

*Wyrm* gives a wonderful feeling of antiquity, perhaps due to its unusual spelling. That aura of fantasy and antiquity fits perfectly into the context of the AD&D® game. Also, I assume that a large part of the module magazine's content is based on the AD&D game. Since DRAGON Magazine is AD&D-game based, it makes sense that a similar publication should be similarly named.

*Wyrm* can also conceivably save on mundane printing expenses, too. After all, it's short, only four letters long, and easy to remember. Plus, since it is so short, it won't block out so much of the cover art, unless you print it in huge letters.

Hope you take this idea under consideration. I can't wait for the new module magazine, whatever its name.

Alan Struthers
Lac du Flambeau, Wisconsin

*One of my first orders of business as editor of this periodical was to come up with a name for it. Creating names was easy; my own imagination was supplemented by helpful letters and comments from readers, friends, and coworkers at TSR, Inc. However, the names had to meet the approval of the publisher and the legal department.*

*Dozens of names were discarded in the search, such as* Chimera, Atlantis, Labyrinth, Tesseract, Voyager, Viking, High Adventure, Quest, Oracle, Hoard, Paragon, DM, Spectrum, Centaur, Arcana, Gateways, Multiverse, Orion, *and* Sage, *as well as less serious ones like* Unleashed!, TMM™, Dungeon Ear's Survival Guide, *and* Dungeon Propaganda. Wyrm *and several variations on that name were also considered, but these — because of trademark restrictions, previous usage, confusion in spelling or with other products, or unattractiveness — were soon dropped. Perhaps 50-100 names were generated This brings up the next letter. . . .*

Editor:

After reading the editorial in the latest issue of DRAGON Magazine (#107), I am reminded of a letter I sent to you about two years ago suggesting the very same thing, a separate magazine containing modules and articles based on the subject of modules.

The publication would be titled *Dungeon* Magazine. I generated two columns to be in each issue: a Forum-type column with help for the DM called "Blue Lightning" and another with help on constructing homemade modules named "Drawbridge." Your editorial does not address if you plan to include text in the new magazine, or if articles will be found in DRAGON Magazine only. But, as your editorial also said, decisions still remain to be made.

Randy Bisig
Fulton, Missouri

*The name* DUNGEON *had been considered as a magazine title for a long time at TSR, Inc., because it was an obvious and perfect compliment to DRAGON Magazine (thanks to the DUNGEONS & DRAGONS® game). Skip Williams was the first person who* ***mentioned this title to your editor.*** We *had also received several letters like the one above that all suggested the same name, and I have notes from meetings in which the name* DUNGEON™ Adventures *appears as a possibility. In time, it was this name that was selected. A dungeon is an adventuring environment, and adventures are what this magazine is all about.*

*The main focus of DUNGEON Adventures is on modules, not on gaming articles; the latter belong in DRAGON Magazine. The letters column also serves as a question-and-answer column for correcting errors in previously published modules or for clarifying and detailing ways of handling certain situations appearing in such modules. We have no other regular features planned, but we. are open to suggestions.*

Dear sirs:

I understand that changes in DRAGON Magazine may see modules published in a separate magazine. I do not favor this as modules are a feature of DRAGON Magazine that I enjoy. If they are published separately, I may be forced to choose between DRAGON Magazine and the module magazine due to the restrictions of my budget for such publications.

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I am willing to try the new system, so please reserve a copy of the new module magazine for me if it comes about. I will try both magazines for one year and then decide whether to get both, only one, or neither regularly.

A new magazine with only modules is a good idea but may be too expensive for those of us on low budgets. If I may, I would like to suggest a few ideas for the new magazine.

First, put it on the shelf as opposed to selling it by subscription only. It will then be available to more gamers and will allow people to review its contents before deciding to buy.

In addition, perhaps you could separate the types of modules by issues. For example, if the magazine were to be a quarterly, two issues could be for D&D® and AD&D games, one could be for science-fiction games such as the STAR FRONTIERS®, GAMMA WORLD®, or TRAVELLER® games, and one could be for others such as the TOP SECRET® or CALL OF CTHULHU® games. Combining such a format with off-the-shelf purchasing would allow a player of the TOP SECRET and MARVEL SUPER HEROES™ games not to get stuck with a bunch of useless D&D modules, and vice versa.

I know you have many other considerations to make, but I thought I'd give you my opinion. Thank you.

J. G. Simpson
Victoria, British Columbia

*Because DUNGEON Adventures is bimonthly, a yearly subscription should not strain too many pocketbooks. We are also offering a special subscription rate that is detailed on the inside back cover of this issue. The possibility of distributing it through stores is also being explored.*

*After long discussions about the content of DUNGEON Adventures, it was decided that only AD&D and D&D modules would be featured in it. No other games share the popularity that these two have, and many gamers have told us that they would prefer to get an all-fantasy publication, regarding coverage of any other games as wasted space. In addition, running modules for the games of other companies would be too trying on the editor who would then have to be familiar with dozens of different games in extreme detail. Focusing the scope of DUNGEON Adventures on these two games alone is the best move.*

*We may eventually change our editorial policies if we receive enough feedback to justify it. We feel that DUNGEON Adventures is very strong in its present form and we'll do our best to please our readers.*

Dear editor,

I read with much joy that DRAGON Magazine was planning to publish a magazine devoted only to publishing modules. I am planning to subscribe to it as soon as possible. I do, however, have one suggestion. Please require that the modules label what the DM is supposed to read and what he or she is supposed to keep to himself. I have noticed that, in many of TSR's modules, which information the DM is supposed to read is not made clear. I realize this would take time, but I have found when the information is kept secret and is not labeled, it is a lot harder on us poor DMs. I would like for you to keep this in mind when this new magzine is published. I thank you for your time. I have enjoyed reading DRAGON Magazine and look forward to the future.

David Robinson
Fultondale, Alabama

*We may not always use boxed text in our modules, but the parts of the text meant only for the Dungeon Master's eyes are noted in the modules as such. Your editor isn't a big fan of reading sections of module text verbatim to players because it takes away from the spontaneity of the game. Nonetheless, it is important to know what to tell the play ers and what not to tell them. We'll make sure the distinction is clear.*

Sirs:

It might be interesting readers to see a blow-by-blow review of a previous module, as an article, in a subsequent magazine.

Roger G. Allen
Willowdale, Ontario

*This falls outside the scope of our periodical. The retelling of old adventures is fun and can be instructive, but we would rather present as many new opportunities for adventures as possible. Readers can send in particular comments and suggestions for altering the playing of a module, if a gaming session reveals some interesting alternatives to the module's set-up.*

Leaving your lair?
If you're moving, please mail your old and new addresses (and your account number) to: Address Change, DUNGEON™ Adventures, P.O. Box 110, Lake Geneva, WI 53147. Write to us at least six (preferably eight) weeks before your move to insure uninterrupted delivery.

# THE DARK TOWER OF CABILAR

BY MICHAEL ASHTON AND LEE SPERRY

## The vampire is the least of your worries

*Michael Ashton and Lee Sperry, both from Fort Worth, Texas, were the co-creators of* The Dark Tower of Cabilar. *Michael plans to major in economics and mathematics at college this fall; he names a wide assortment of interests which include running, computers, politics, and gaming. Lee enjoys water-skiing and is a college senior majoring in industrial technology and business.*

*The Dark Tower of Cabilar* is an AD&D® adventure for 4-8 characters of 4th-7th level. The party should have several fighters and at least one magic-user, thief, and cleric. Magical weapons are required.

Note that falling damage is calculated as increasing by 1d6 damage per 10′ fallen. This should be adjusted if the revised falling-damage rules in the *Dungeoneer's Survival Guide* are used.

### Adventure Background

This adventure, derived from a tournament module, may be easily dropped into most campaign settings with a few adjustments in names and places. The adventure, begins from the moment the player characters reach the tower of Cabilar; it may be expanded by adding the hiring of the characters, their travels to this area, and their journey home again.

The following boxed information should be read or paraphrased to the players at the start of this adventure.

> Four years ago, the sprawling city of Stoutwall was a haven for people who wanted peace and quiet. Then the throne was usurped by a magic-user named Cabilar. The wizard slew the entire city council with a *cloudkill*, then blasted the king with a *lightning bolt.* However, the king's aged personal attendant was wearing a *necklace of adaptation* and managed to escape the slaughter through a secret door leading to the king's chamber. Guessing Cabilar's motives, he hastened to the prince's bedroom. and bade the adolescent heir come. Together they dashed through forgotten corridors and emerged outside the castle walls. The prince's savior brought him by back roads to his godparents. At that point the strain became too much for the old loyalist, who had a heart attack and died. But; as he collapsed, he gave to the

prince one item saved from the sack of the palace — the symbol of the kingship, a jade crown.

When Cabilar discovered that the prince was missing, he had the city scoured — but to no avail, as the prince had been spirited away with his godparents accompanying him. However, after two days' travel northward, the prince's godfather was slain and the crown which he protected stolen by a vampire. The prince and his godmother found shelter in a neighboring city, where they have remained these four years.

Now that the prince is old enough to win back his city, it is time that the crown be brought forward. After much research, the lair of the vampire has been found. The prince's godmother has commissioned you to get the crown. She has discovered that the lair of the vampire is — interestingly enough — in the same tower that was inhabited by Cabilar before his conquest. She promises to pay each and every member of the expedition a generous reward when the mission is complete.

## For the Dungeon Master

The party must be wary in this dungeon. There are several lethal traps and encounters, but many that can erode party strength or finish off weak characters. In some places, marching order plays an important role in determining the success or failure of an encounter; in others, it makes no difference at all.

The Dungeon Master should note that there are encounters that preclude attack by all members of the party, as the assault comes as a door is opened, etc. Wandering monsters have been omitted, as the creatures which dwell within the tower and dungeon are, for the most part, *charmed* or trained to protect an area, or have no choice in their actions by the way their room is designed or by what is protecting their exit. They are also enchanted to resist hunger and have no desire (thanks to Cabilar's magic) to leave the dungeons. All monsters radiate magic if this is detected for, due to Cabilar's spells.

The boxed text is to be read to the players as the need arises. Care should be taken not to disclose any information which the party could not know from its position.

The DM should ensure that he knows, at all times, the marching order of the party, its general path through various rooms (assume a straight path if none is stated), and what weapons are in hand. Weapons require time to draw. If a weapon's speed is 3 or less, the character may attack at the end of the current round; otherwise, he gets normal initiative dice for the next round.

Unless otherwise stated, all areas of the dungeon and tower are in normal darkness.

## Starting the Adventure

The journey to the vampire's lair has been long and difficult. You are following your guide down a winding path which cuts across the face of a cliff, when the trail abruptly swings in toward the stone itself. The cliff gives way to an immense cavern chamber 500′ long and almost as wide; the ceiling is about 250′ above your heads. The guide says that he must leave, and he beats a hasty retreat back up the trail. After a few moments of staring into the cave, you see the vampire's tower. At first you mistook it for an immense stalagmite. It rises over 100′ in the air and is approximately 200′ away. Slowly you enter the cave.

Now you see more clearly that the "stalagmite" tower has wooden ledges high up on its sides, and several small windows open outward perhaps 90′ above the floor of the cavern. No other doors or entrances are visible around the base of the tower. You initially approach the tower from the south.

## Encounter Areas

No other entrances besides the four windows exist on the tower. Entry into the tower is tricky. First, the player characters must find a way to reach the entry windows 93′ above the ground. This may be accomplished by grapnels and ropes, a thief climbing walls, a *levitation* spell, or the like. No matter what method is used, it almost surely involves the old, 5′ x 5′ wooden ledges on the exterior of the tower.

Whenever 200 lbs. or more is placed upon a ledge, that ledge must make a saving throw of 10 or greater on a d20, with a -1 on the save for each 10 lbs. over 200. For instance, if a fighter weighing 223 lbs. (gear included) stands on a ledge, the save for the ledge is a 12 on a d20. Note that if a 150-lb. fighter stands on a ledge and attempts to pull up a 70-lb. halfling, the effective weight on the ledge is 220 lbs.! If a ledge fails a save, it collapses, carrying all upon it down, doing 1d6 hp damage per 10′ fallen, cumulative. There should be ample warning for a reaction: "The ledge creaks loudly under you," etc.). If the ledge makes its save, loud creaking and popping noises are heard.

Even if the ledge survives its initial saving throw, any shift or addition of weight requires a new save. If a character tumbling from the ledge hits the one beneath it (which he will if one exists), the lower ledge makes a save also, requiring an 18 or above on a d20 to keep the character from falling to the next ledge (or the cavern floor).

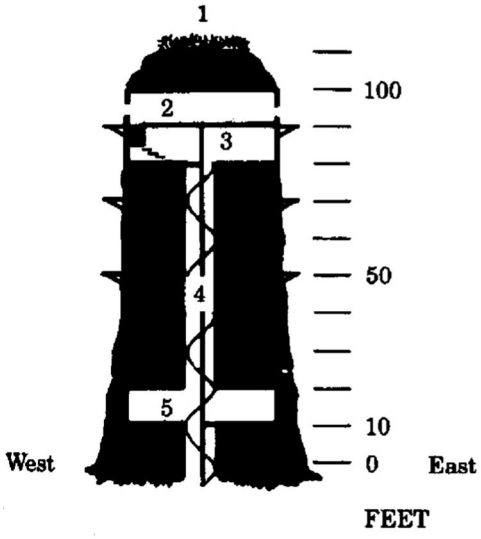
Once several characters are actively climbing the tower, the firedrakes from area 1 attack.

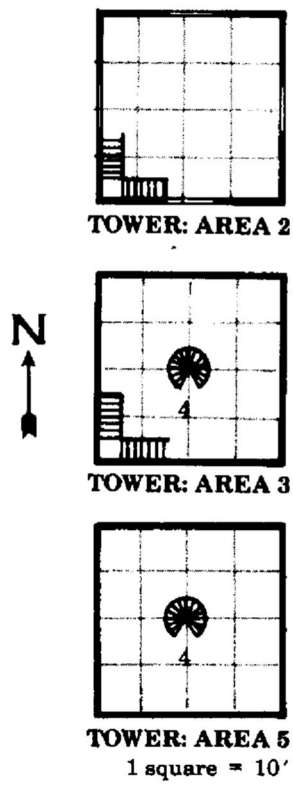
As you attempt to conquer your first obstacle, four red flying reptiles, each 4' in length, glide off the top of the tower, turn, and dive-bomb you, belching flame!

The firedrakes live here (AC 5; MV 6"/18"; HD 4; hp 29, 25, 24, 19; #AT 1; Dmg 2-8; SA fiery breath for 2-16 hp damage, five times/day, save for half damage; AL N). They are angry at having their sanctuary violated and are protecting the four eggs in their nest. They fight to the death. Breath weapons are used first; then the firedrakes snap with their teeth. They do not fly in any sort of formation, and an area-effect spell (like a *fireball)* might not encompass all of them while they are in the air. Roll a d10 and use the following to see how many are caught in any area of effect: 1-4, one caught; 5-7, two caught; 8-9, three caught; 0, four caught.

Any firedrake wounded down to half its hit points or less must land, preferably on a ledge to do combat. Any firedrake wounded down to 5 or fewer hp rakes itself with its claws and hurls itself onto the nearest figure. Firedrake blood burns, as noted in the FIEND FOLIO™ Tome, making the creature into a living (suicidal) fireball for one round. The target figure must save vs. breath weapon or take 1-10 hp damage. If the save is made, however, no damage is taken. If the burning firedrake falls on a ledge, the ledge burns and collapses in five melee rounds if the body is not thrown or kicked off of it.

# CABILAR'S TOWER




**1. Firedrake's Nest.** Read the following if the party makes it up to the tower's roof.

> The top of the tower is cluttered with bones, sticks, debris, and droppings. In one pocket of the nest, you see four small leathery eggs of pinkish color.

Other than the eggs, there is nothing else of interest in the lair. The eggs, if carefully handled, hatch in four weeks, but they are rather fragile and weigh 20 gp each.

**2. Access Room.** Assuming someone in the party makes it into one of the four windows on the outside of the tower, he or she runs into serious trouble immediately.

> As you clamber in the window, two stocky humanoids lunge out of the darkness and charge you. Their powerful arms are extended before them, and you can see that their hands end in sharp claws! In odd contrast to this, however, are their strangely childlike faces.

Two unusual lava children are present (AC 4; MV 9"; HD 4; hp 18, 20; #AT 3; Dmg 1-6/1-6/1-12; SD metal has no effect (only wooden, stone, or magical weapons have an effect; magical weapons do 1 hp damage per plus, unless they are wooden or stone), immune to fire and earth magic but take 1 extra hp damage per level of caster from air and water magic; AL N). They were *charmed* by Cabilar to protect the entryway to his tower, and the spell has been renewed at regular intervals. They attack after the first character steps through the window, and woe be unto him if he has only an average broad sword! The lava children's attacks negate metal armor, so any metal armor (including metal shields, but excluding wooden shields) gives a bonus to armor class according to any magical bonus but not to armor type. For instance, a fighter with average dexterity wearing *plate mail* +3 and a large metal *shield* +1 would have AC -2 normally, but against the lava children he would have AC 6. A fighter wearing *splint mail* +2 and a small metal *shield* +2 would also have AC 6, but a fighter with *plate mail* +3 and a wooden *shield* +1 has AC 5.

A 5'-wide staircase in the southwestern corner of the room descends to room 3. The lava children follow anyone who descends the staircase, but they won't enter the dungeon levels.

**3. Painted Room.**

> The walls of this room have painted murals depicting four scenes. In the first, a baby is held in a young lady's arms, while luminescent visages of the gods smile upon the child. In thee second, a teenage boy is standing in a room illuminated by a sourceless light that he holds in his fingertips. An old man is in the background, seemingly startled. In the third mural, a young man in long robes leans on a rune-covered staff, gazing at a dark tower in the shadowy background. In the last picture, a middle-aged man, holding the same staff as the one seen in the third scene, greets a gaunt, white-haired man in a black cloak. Bats, rats, and wolves prowl nearby.

The first picture is Cabilar's egotistical image of himself as a child; the second is the casting of his first spell, the third is young Cabilar at his tower in the cave, and the fourth is his pact with the vampire. The room is devoid of other detail.

**4. Spiral Staircase.** The spiral staircase winds down the center of this tower, from room 3 all the way to the dungeon. There is nothing unusual about this staircase except for the fact that it is not lighted, and any adventurer venturing down the steps without a light is 75% likely to take a fall for 1-6 hp damage. This includes characters with infravision, as there is no heat difference between the stairs and the walls to permit useful sight; characters notice this problem at once and can light a torch or lantern.

**5. Mimic Step.** As the characters descend the final steps of the spiral staircase to this room, read this:

> As the lead member of the expedition steps on the final step into this room, part of the stone forms a fistlike appendage and lashes out at the character!

The killer mimic (AC 7; MV 3 "; HD 10; hp 62; #AT 1; Dmg 3-12; SA gluelike substance which holds fast part of body touched, attacks either by surprise (1-4 on d6) or by total surprise (5-6 on the d6; AL N). In the latter case, the mimic strikes twice before party members react; in the former case, once. Note that although dexterity bonuses apply in determining surprise, the mimic gets at least one attack before the party members can react (unless party members are probing ahead then, surprise is determined normally). The lead character finds, in addition, that he is held fast by the gluey secretion of the mimic, to be attacked each and every round until the character or the mimic is finished. The mimic is only semi-intelligent, and the DM should keep this in mind when controlling its actions. It won't go for the most powerful party member or the one who is doing the most damage, instead going for the one who is closest.

Note: Area-effect spells such as *fireball* or *cone of cold* may affect the stuck character as well as the mimic. Spells such as *lightning bolt,* which have a line-of-sight area of effect, have a 50% chance of including the stuck character —not to mention rebound dangers.

This room contains an assortment of old bones scattered across the floor, along with other debris usually associated with slain adventurers. None of the debris is valuable, being broken or used beyond repair. Only five human bodies may be located, all slain by the mimic and lava children a year before. They were treasure hunters who knew nothing of the crown or the vampire.

**6. Dungeon Entrance.** This room is not actually depicted on the map of dungeon level I, but the trap door is. The spiral stair descends an additional 60' before reaching this room,

> The staircase comes to an abrupt end in a room about 5' square. In the floor is a large trap door made of stone, with a heavy bronze ring set into it. The door is 3 ' x 3 ' .

The trap door radiates magic and requires a *open doors* roll to lift. If the words "Cabilar King" are spoken, it swings open magically; this information may be gained by a variety of spells *(identify, legend lore, wish,* etc.).

> Below you, 10' away, is a four-way intersection. It appears to be vacant.

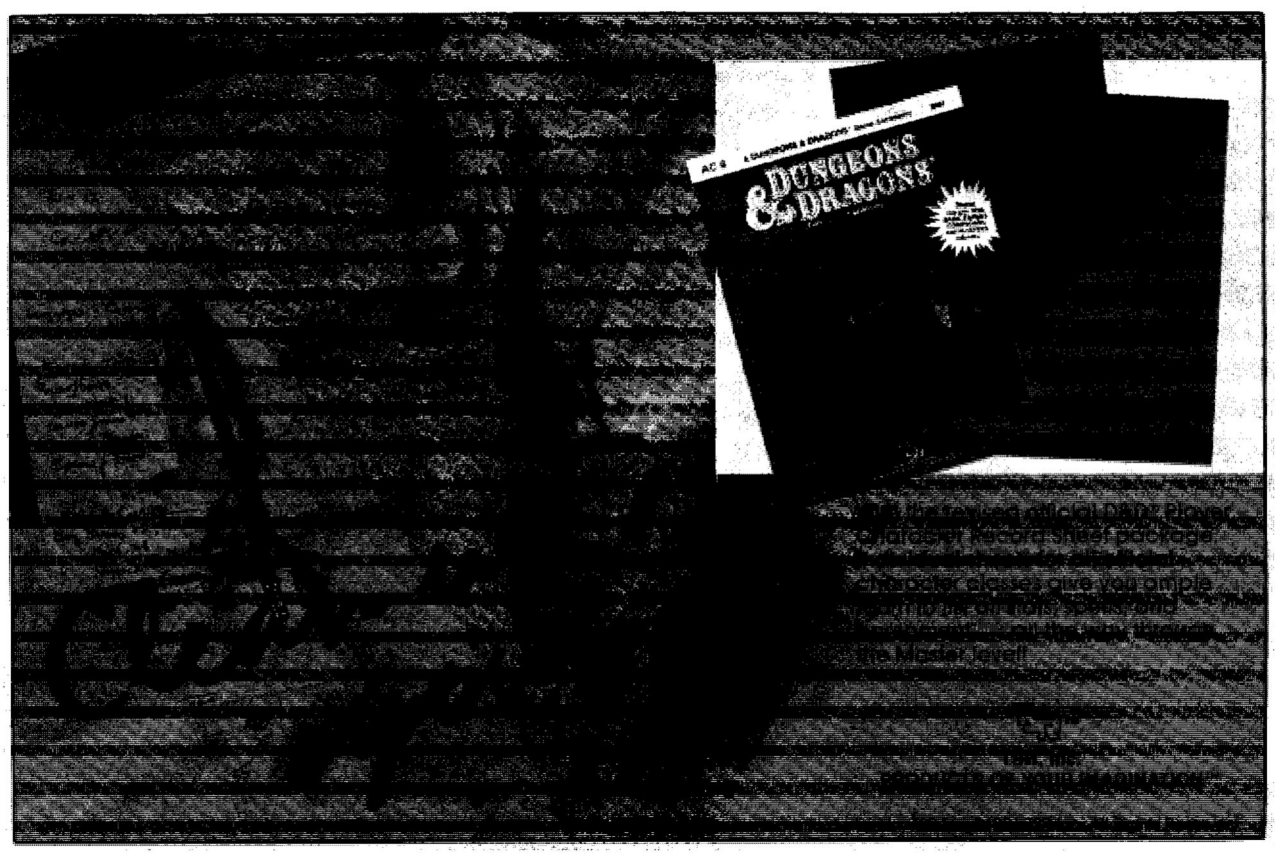
The intersection is devoid of other detail. Characters peering to the left, however, may (50% chance) see the writings at location 24, if a light source is present.

## Dungeon Level I

**7. Storage Area.**

> This area is full of crates, barrels, jugs, and jars of all sizes.

Included in the potpourri of supplies are three jars of vinegar, a crate containing food sufficient for 10 weeks standard rations, two one-gallon jugs of ale, a gallon jug half full of fine red wine, and a barrel of salted horse meat sufficient for five weeks' feeding. This information should be disclosed only after several turns of searching, prying open lids, etc. It should be disclosed little by little, not all at once.



**8. Ettin Lair.**

You open the door into a 20′-tall room, about 15′ wide and 80' long, running northeast from where you stand. It has a bend in the middle of the room, heading about 10′ south before continuing northeast. In the northeastern corner are several large piles of wood. In the center of the room is a 13'-tall humanoid with two heads. In each of its two hands is held a spiked club. One head seems to be asleep. The other head sees your party and bellows in a foreign tongue. Immediately the other head opens its eyes, and the creature charges you.

The ettin, Fred/Ned, is rather stupid; as a matter of fact, Fred continually forgets his own name (AC 2; MV HD 10; hp 42; #AT 2; Dmg 2-16/3-18; AL CE). The ettin has a ring on its right hand, which can be seen when the characters are in combat with the monster. This is the *ring of night.* It affords the ettin *protection + 1,* as well as having a secondary power: Whenever the ring is within the dungeon limits, it can add 10 hp to the wearer's hit-point total. If Fred/Ned is seriously wounded, (15 hp or fewer), Ned then shouts, "Power one!" (the command word for the first power). This can be done twice per day, but the ettin has never used it more than once and knows of none of the ring's other powers. For more information on the *ring of night,* see the section at the end of this module. The DM should make sure he is familiar with the uses of the ring before attempting to referee this dungeon.

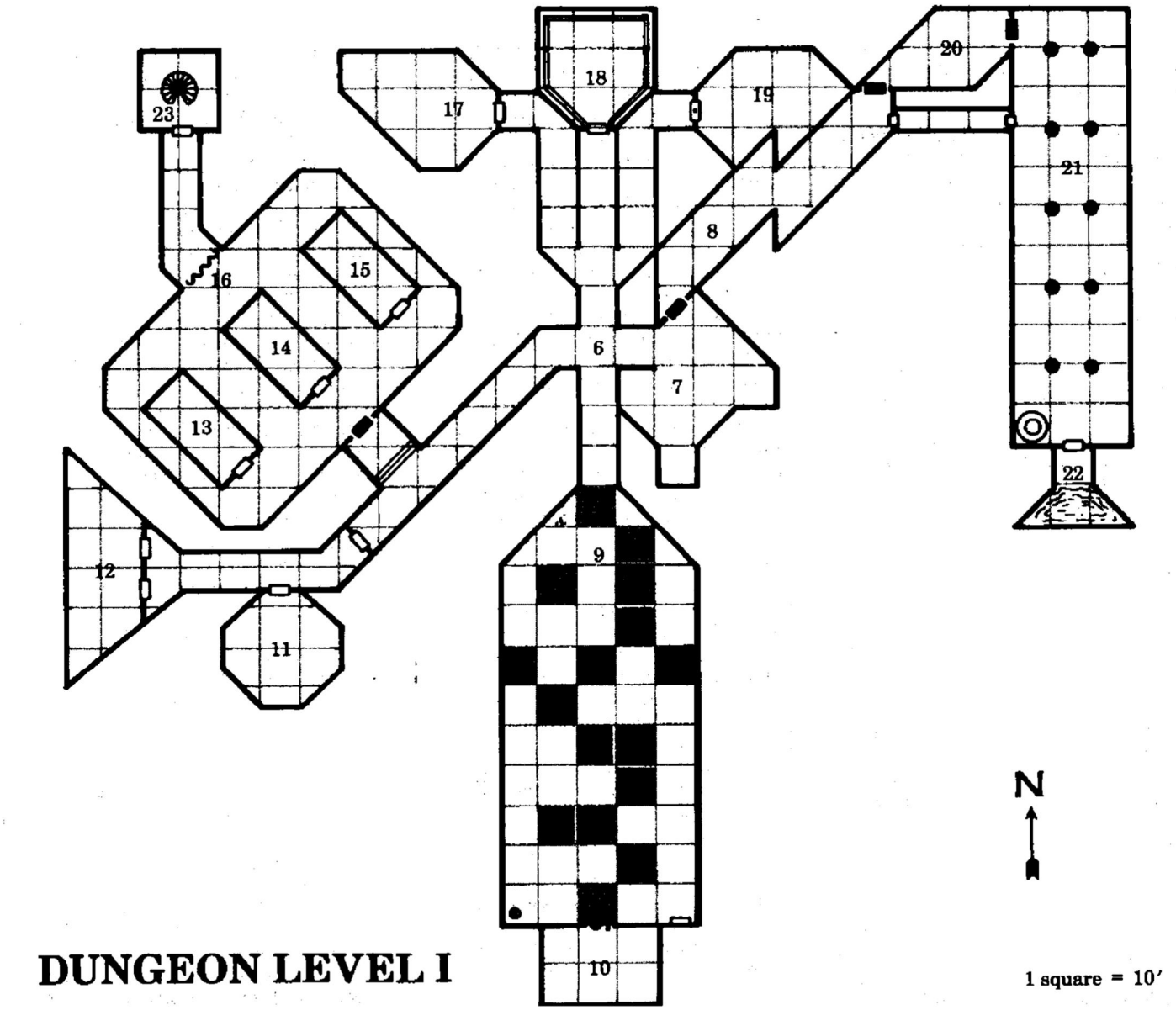
Also, hidden in the northeastern corner, behind the wood pile, is a small, empty chest with 500 gp crudely hidden beneath it. The chest closed when the ettin was playing with the money; and Fred decided to hide the gold without fooling with the lock (which is unlocked).

**9. Perilous Squares.**

The door opens onto an oblong 50′ x 110′ room. Your door comes in at the center, of the wall, and there is another door on the far left of the wall opposite you. In the corner to your right, across the room, is a large emerald on a gray pedestal.

The treasure is not as easy to obtain as it may seem at first. The room is trapped. So long as the party stays on the gray squares (which, by the way, are not marked on the floor of the room), they are safe. However, if a white square is stepped upon, three green rays zip from the gem toward the offending character or characters. The target must make a save vs. paralyzation or be hit by the ray and take 1 hp damage, in addition to being paralyzed for 2d4 + 2 rounds. If the square containing the gem is stepped upon, paralyzation is automatic. The gem fires each round that someone is on a white square. However, only three rays are fired per round, regardless of how many white squares are stepped upon.

There are several ways that the gem may be put out of commission. A heavy blow with an object causes it to save against destruction as a gem vs. a normal blow, but this destroys the gem. Disconnecting the gem from the pedestal also negates its powers. This may be accomplished by a *telekinesis* spell or the like, and this won't destroy the gem (worth 5,000 gp).




**10. Secret Room.**

This carefully protected room is packed with treasure. Five large chests are overflowing with gold. Stuck upright in one chest is a sword, its handle ornately decorated. Along its sheath are many runes in an unknown language. Nestled on one chest is a small black cat, which comes to its feet as it sees you.

The cat is a guardian familiar (AC 8; MV 12"; HD 1; hp 5; #AT 3; Dmg 14/1-4/1-6; SA grows larger and more powerful after being killed; SD 70% magic resistant; AL CE). The guardian familiar's pyramidina of powers is detailed in the FIEND FOLIO Tome, page 49, but the effects are given in the table below.

**GUARDIAN FAMILIAR GROWTH TABLE**

| No. of rebirths | HD | hP | Speed | AC | Damage |
|---|---|---|---|---|---|
| 1 | 2 | 10 | 14" | 7 | 2-5/2-5/2-7 |
| 2 | 3 | 15 | 16" | 6 | 3-6/3-6/3-8 |
| 3 | 4 | 20 | 18" | 5 | 4-7/4-7/4-9 |
| 4 | 5 | 25 | 20" | 4 | 5-8/5-8/5-10 |
| 5 | 6 | 30 | 22" | 3 | 6-9/6-9/6-11 |
| 6 | 7 | 35 | 24" | 2 | 7-10/7-10/7-12 |
| 7 | 8 | 40 | 26" | 1 | 8-11/8-11/8-13 |
| 8 | 9 | 45 | 28" | 0 | 9-12/9-12/9-14 |

The guardian familiar won't attack unless it is attacked or an attempt is made to get at the treasure.

The treasure is just a time-waster. The chests only hold 100 gp each; underneath this gold are 13,000 cp in each chest, over piles of rags. The sword is perfectly ordinary, and the runes on the scabbard are gibberish. Upon finding this room, the characters may get the feeling that they have been had. They have!

**11. Practice Room.**

> This room is octagonal, perhaps 60' in diameter. There are scorch marks on the southern wall. There also appear to be several dark, vaguely humanoid outlines sketched on the walls in charcoal.

These outlines were used simply for magical target practice by Cabilar. The room is otherwise devoid of detail.

**12. Missed Again!** The doors to this room open either out or in. Whenever a door opens, the other one seems to open. The sounds of one or more people rushing for the door are heard, after which the door slams. When the door is opened to return to the hall, the same thing happens — the other door opens and footsteps seem to run from the hallway in. This is the permanent form of a *programmed illusion.* If it is disbelieved, a saving throw vs. spells may be allowed. Characters who successfully disbelieve are able to convince their associates that it is an illusion, but this takes several rounds. If a character is in a position where he can see plainly that there is no one passing through the door, he may save also, at +4. If there is only one character, he could theoretitally chase the illusion forever! Even if the characters never cease to believe the illusion, they may break off pursuit at any time.

**13-15. Gardens.** These three rooms used to serve' as Cabilar's main food supply before he moved out.

> This room has several short tiers along each wall each filled with dirt and decaying plants. A *continual light* spell shines from the ceiling.

**16. Beaded Curtain.** This curtain and the curtain at area 37 are closely related. Whenever any magic weapon passes through the curtain, it temporarily loses its enchantment, which is restored by a *dispel magic* spell cast against 16th-level magic, by passing through the curtain in the opposite direction, or by passing through the curtain at area 37. (Note: No magic weapon is usable on the second level save for those found on the second level, which retain their properties upon passing through any curtain. Weapons in hand lose their magical glow when the curtain is passed.) The term "weapons" applies only to items such as swords and miscellaneous weapons, not to wands, staves, and the like.

This curtain cannot be removed, damaged, or avoided, save by using spells like *dimension door* to pass beyond it without going through it The curtain at area 37 has the same properties.

**17. Study.**

> A large desk rests along the northern wall. The top is littered with papers and books, as is most of the floor immediately surrounding it. Along each other wall is a bench with many flasks and elixirs with various liquids within. Five candlesticks are near these benches, and there are many wall sconces for torches. There are also chains hanging from the ceiling, apparently for lanterns.

If the contents of a flask are tasted, each is 10% likely to be poisonous (save vs. poison or die horribly in five rounds, no other actions possible). All mixtures are extremely bitter or otherwise distasteful.

However, if two hours are spent examining the books, three spells on scrolls may be gleaned — *cloudkill, fumble,* and *remove curse* — at the 16th level of magical ability. A magic-user is able to tell after a cursory examination that the books may be of some value and that it may take some time to search them all.

**18. Library.**

> This room has shelves lining each wall, all of them literally covered with webs. There is an especially large mass of webs in the northwestern corner.

The webs in here are not spun by any dangerous arachnids, but there are hundreds of thousands of harmless ones. The bookshelves hold nothing of interest to anyone but a magic-user; each of 96 valuable books could bring a 100 gp price on the open market.

The mass of webs in the northwest corner is covering the remains of a skeleton. The skeleton is that of a magic-user; it wears rotting robes, boots, and a dagger. So much as touching the skeleton (or any other of the webs, for that matter) causes thousands of spiders to swarm over the intruder, inhibiting his vision, getting in his nose and mouth, etc., until all are shaken off, which takes one turn. There is also a 50% chance/round of the little nippers inflicting 1 hp damage on the victim, regardless of armor class.

The magic-user had attempted to find the crown for the young prince two years ago, but died of exhaustion and starvation before completing his quest. He wrote the inscription at area 24.

**19. Bedroom.** The door to this room is locked and *wizard locked* at the 16th level of ability. After the door is opened or circumvented, read the following description:

> This room appears to be a bedroom. A cot rests in the southern alcove, and a table with one chair sits in the center of the room. A leather-bound book rests, closed, upon the table. A chest of drawers is on the northern wall.

The book is just another lure for those greedy people who invade Cabilar's tower for the loot. It is just a normal book, but it has *explosive runes* cast upon it. Whenever the book is opened, the opener takes 6d4 + 6 hp damage, no save, and any within 10' takes the same or, if a save vs. spells is made, half damage. The book is consumed in the flames.

One key, duplicating the one in room 22, is fastened to the bottom of the table with soft glue. Either key may be used to open the door at room 25.

The Chest drawers is em pty save for two daggers, a small leather pouch with 20 pp, and a faded cloaks a *cloak of deception.* When donned, a *cloak of deception* makes a phantasm of a blue shield appear hovering in front of the wearer. The character *feels* better protected, as if the gods are protecting him from harm. Any tests of the device

make it appear to be useful and good. However, in the heat of battle, the cloak actually bestows *protection -1* to the wearer, who also gets a -1 on all saving-throw dice (value: nil xp, 1,000 gp).

**20. Heating Room.**

> This parallelogram-shaped room has a soft breeze blowing in through several vents in the ceiling. Ashes are strewn about, sometimes in piles up to 1' deep. The walls are charred.

The room is devoid of other detail. It was formerly used for heating the upper level when it was too cold, as well as for some ventilation when it was too warm. The vents lead back into the cave floor far above, but the vent shafts are each 1′ in diameter.

**21. Utopia.**

> This room is colored with murals on every wall, depicting all sorts of scenes from the life of a great wizard. Beautiful paper rose bushes are under every pillar, of which there are ten. The pillars are made of smooth, white marble. A lovely fountain adorns the southwestern corner, forming a little pool. Several reclining chairs rest at various places in the little Utopia. The ceiling appears to be black obsidian studded with chips of mica, giving the impression of a clear night sky.

This room was Cabilar's favorite place of rest — and rightly so! The fountain's mist induces a kind of drowsiness on the PCs, and an unwillingness to leave. Each character must save vs. death magic or else wish to remain for at least 24 hours (Cabilar was immune to this effect). Once dragged from the room, victims recover after 2-8 rounds, though they passively resist all such rescue by grabbing things, pushing rescuers away, etc.

**22. Bathing Room.**

> This room is filled with steam, making it difficult to determine its exact dimensions. The southern part of the room is filled with warm water, the floor sloping down to form a sort of bathing area. In the bottom of the pool, you see faintly the glint of gold.

The glint of gold is a key (needed to open room 25). The water is warm and not unpleasant. No heat sources visible.

**23. Heading Down.** This staircase draws the same penalties to characters not using light as the stair in area 4. When the bottom is reached after a 30′ drop, read the following:

> Below you see the end of the staircase, in a 20' × 20' room. There is an oaken door in the northern wall, but it appears to be fairly rotten.

The rotten door may be kicked in by any character with a strength of 12 or greater. There is a pin trap on the knob, but this can only be discovered if the door is smashed and the mechanism of the trap is revealed, or if someone opens the door by the knob. The poison that used to be on the pin has long since worn off, and the pin does only 1-2 hp damage.

**24. Cryptic Message.**

> On the wall are these lines scrawled in red chalk, in Common: "To those who come after me: The ring is the final key. I have learned this from my spells, but am too weak to go back for it. May you fare better. I go to seek my fate in Cabilar's chambers on this floor."

This message refers to the *ring of night.* It was written by an intruder to the tower long ago — the same adventurer who now lies covered with cobwebs in room 18.

**25. Closed Portal.**

> This door is of stone. It has an indentation in the middle, only 1" across, which looks like the letter C with a lightning bolt through it, set in a circle.

Upon investigation, the door is found to be locked. The indentation is actually a sort of keyhole. To open the door, one of the two golden keys found in areas 19 and 22 must be pressed into the indentation. The door then swings silently open. Otherwise, the door won't open by any magic short of a *wish, alter reality,* or *limited wish.* A knock spell nas no effect.

## Dungeon Level II

**26. Ordinary Hallway.**

> Beyond the door is a hallway running alongside the room you just left. Directly across the 10′ wide hallway is another door, and at either end of the hall, both about 30′ from where you are standing, are other doors as well.

Both doors at the ends of the hall are absolutely normal. However, the door across the hall is trapped with the ever-popular spear trap (1-8 hp damage to opener, save vs. petrification for half damage). There is nothing behind the trapped door other than the spear-trap mechanism.

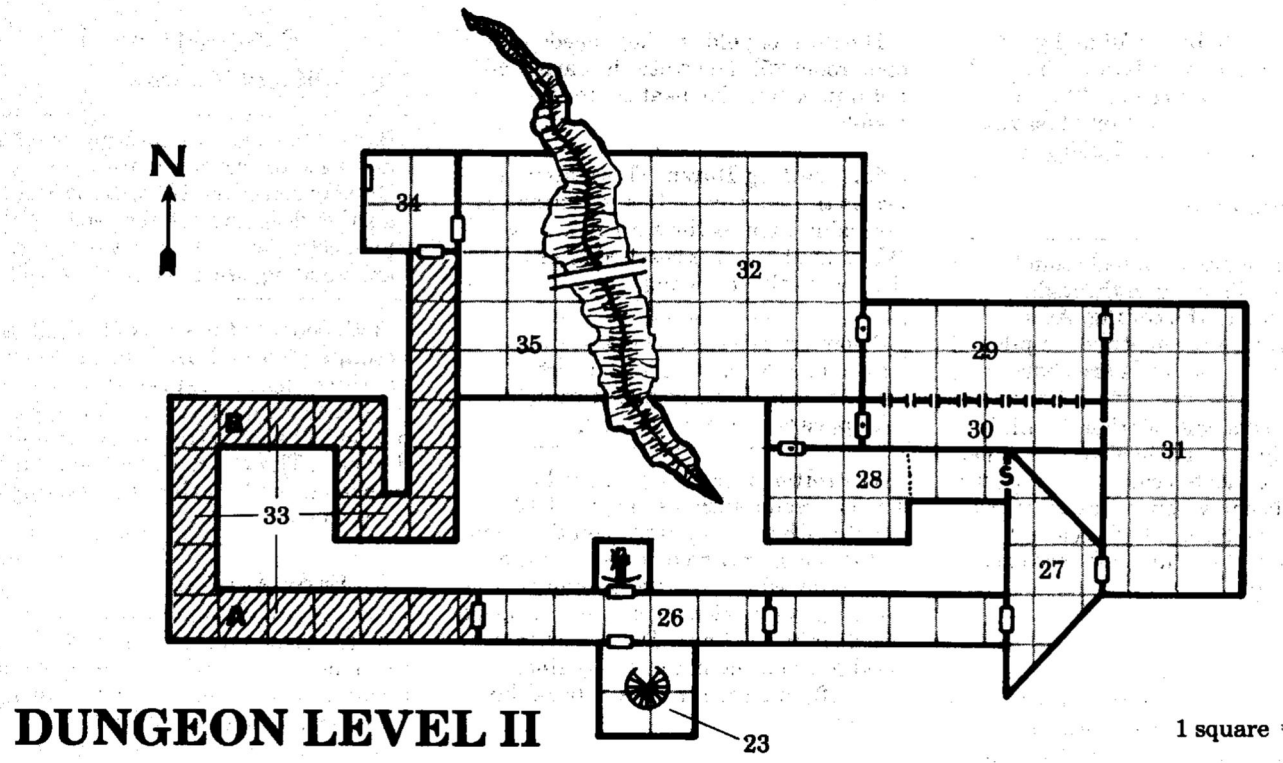
**27. Early Warning.**

> As the door swings open, a shriek sounds immediately to your left. The sound comes from a large funguslike growth positioned just beyond the arc of the door. It is evident that the sound will warn whatever lurks ahead!

Indeed, the shrieker (AC 7; MV 1"; HD 3; hp 19; #AT 0; SD warning shriek; AL N) has by now warned the neighborhood, and the monsters in rooms 29-31 are prepared for the adventurers. The poor little shrieker is a pushover for the caliber of players adventuring here, but was meant only as an early warning system for the following rooms, which would not have any effect if the occupants were surprised. Note that the orcs in room 29 will warn those in room 32. Also note that if the characters go to open the door to room 31, the description there should be read before the door is opened.

The secret door to the north is operated by pushing on a stone, which rotates it out into the next room.

**28. Back Door.** If there is a thief in the party when it approaches this room from the hall to area 27, and if he is in the first rank or in some place where he could conceivably see the floor at the end of the hall, roll percentile dice against his *detect traps* probability (secretly) to see if he spots the trip wire at the end of the corridor leading into room 28. If so, inform him of this, and allow the party to evade the trap.




The trap is triggered by the first per-, son stepping into room 28. If there is more than one person in the first rank, the person guarding the left flank takes the damage. When the trap is sprung, a curved and rusty blade swings from the wall at the left and slices just below the character's kneecaps. The concerned player must make two saving throws. The first, against paralyzation, determines whether the character takes full (2-20) or half damage, The second roll is vs. poison and indicates whether or not the victim is subject to tetanus from the rusty blade. If tetanus is indeed indicated, the afflicted party member dies in 1-12 days unless his legs are amputated or a *cure disease* is cast upon him.

When the characters are in the room, read this:

> You are in a 20' x 30' foot room with a door on the northern wall. An attempt to open it reveals that it is locked.

If the party does manage to open the door, see encounter area 30.

**29. Snipers!**

> The door opens to reveal a 50' long room, 20' wide. A wooden door is directly across from you, 50' away In the west wall there are numerous slits— nine, to be exact.

The door opposite the party is locked. The slits in the wall are arrow slits used by orc archers. At such a time as there is a target available, the archers open fire. Assume two arrows per orc, or 18 arrows, are fired per round. Each orc commands a view of the entire room.

**30. Orcs' Lair.** Each orc in this area is armed with long sword and short bow with 36 arrows in an enlarged quiver. The armor class and hit points of each orc are detailed below. All orcs here are lawful evil and move at 9".

Cabilar and his successor, the vampire, have treated the orcs well, as this is a major defense area. Because of the strategic placement of the peepholes, the orcs are never surprised by a visible opponent and, because of the shrieker, never surprised at all. Remember that orcs cannot use shields while firing arrows, but also keep in mind that if the

**ORCS — ROOM 30**

| Orc # | hp | AC and how armored |
|---|---|---|
| 1 | 8 | 2 *(plate mail +1)* |
| 2 | 8 | 4 (chain mail, *ring of protection +1)* |
| 3 | 7 | 3 (chain mail, *shield +1)* |
| 4 | 6 | 4 (chain mail, shield) |
| 5 | 6 | 5 (chain mail) |
| 6 | 5 | 6 (ring mail, shield) |
| 7 | 5 | 6 (leather armor, *cloak of protection +2)* |
| 8 | 4 | 6 (ring mail, shield) |
| 9 | 3 | 7 (studded leather) |

characters attack from room 29, the attackers get -10 to hit the orcs because of the 90% cover afforded by the arrow-slits!

Note: During playtesting, it was suggested that the characters charge the arrow slits, drop to the floor, crawl to the other wall, and dash for the door. A character trying this has at least one arrow shot at him while running (up to a maximum of 9 arrows). When the other end of the room is reached, a like quantity is shot. However, once at the door, it takes a thief one round to pick the lock or a magic-user one round to use *knock* on it (unless done from hiding). More arrows!

**31. Beware of Dogs.**

> As you move to open the door, there comes from the other side faintly audible snarling and growling.

The snarling is caused by the three dire wolves in the room (AC 6; MV 18"; HD 3 + 3; hp 19,22,24;.#AT 1; Dmg 2-8; AL N). They are pets of the orcs on this level. When the door is finally opened to the room, after any preparations have been made, read this

> When the door opens, two dire wolves crouching 10′ away come into view. They are preparing to pounce upon you to tear you to bits! Behind them you get a glimpse of a room containing another dire wolf.

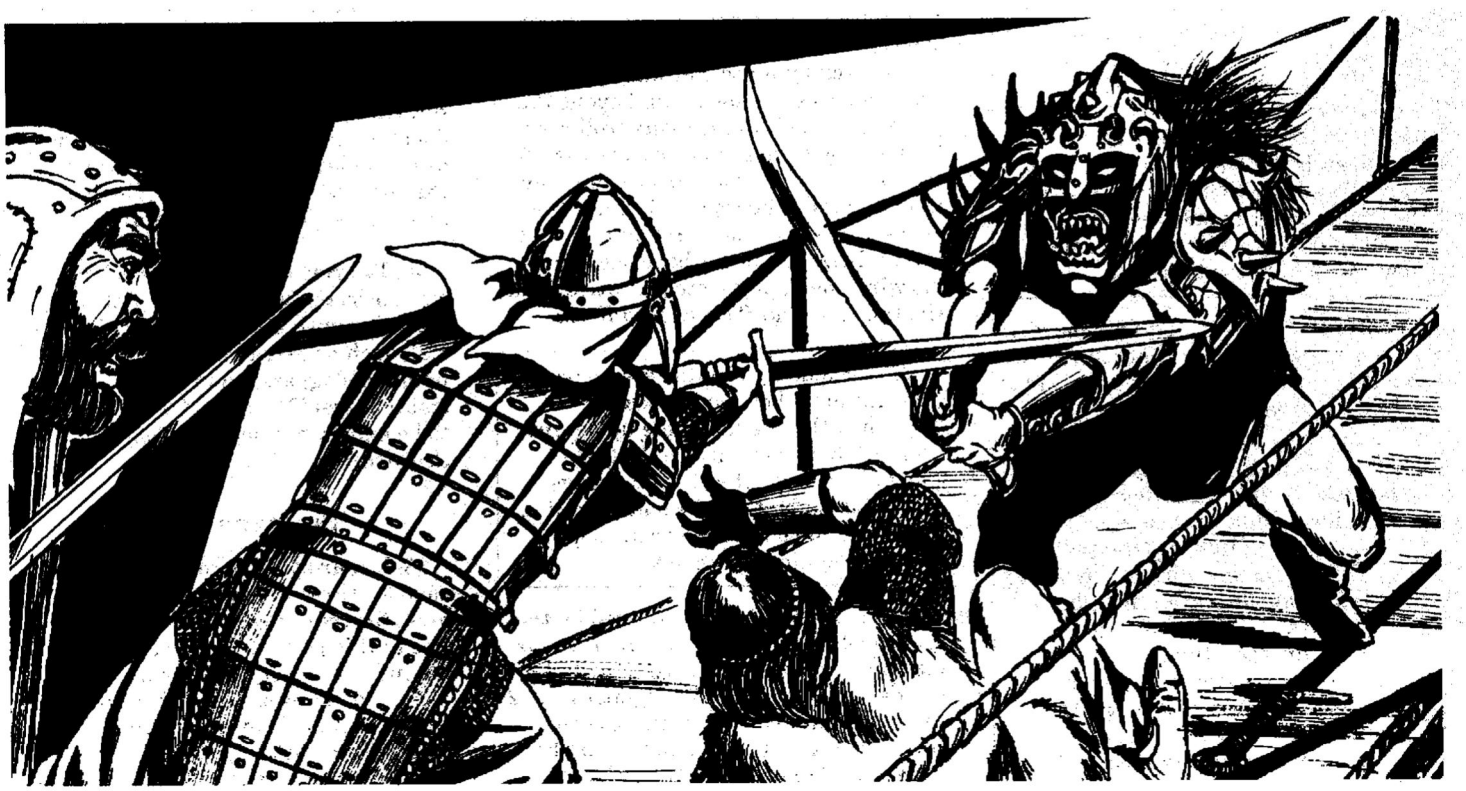
**32. Defended. Bridge.** As soon as the adventurers stampede through this door, the orcs on the other side of the chasm begin firing. Read this:

> As the door swings shut behind you, a javelin imbeds itself in it! Turning, you see a 50′ x 85′ room, divided in two by a large chasm. A door is visible on the other side of the room. A rope bridge connects the two sides of the abyss, defended by two sword-armed orcs. Other orcs stand behind three large wooden shields — through which are thrust ballistas.

The orcs are equipped thusly:

**ORCS—ROOM32**

| Orc# | hp | How armed | AC and how armored |
|---|---|---|---|
| 1 | 8 | *long sword +2* | 0 *(plate mail +1, shield +1)* |
| 2 | 8 | long sword | 2 (plate mail, shield) |
| 3 | 7 | short sword | 3 (plate mail) |
| 4 | 7 | short sword | 3 (plate mail) |
| 5 | 6 | short sword | 5 (chain mail) |
| 6 | 5 | short sword | 5 (chain mail) |
| 7 | 5 | short sword | 6 (scale mail) |
| 8 | 4 | short sword | 7 (ring mail) |
| 9 | 2 | short sword | 7 (studded leather) |
| 10 | 1 | short sword | 8 (padded armor) |
| 11 | 1 | short sword | 8 (padded armor) |
| 12 | 1 | short sword | 8 (padded armor) |
| 13 | 1 | short sword | 8 (padded armor) |
| 14 | 1 | short sword | 8 (padded armor) |



Orcs 1 and 2 are guarding the bridge and the rest are arrayed behind the ballistas. Orc #1 is, in addition, covered by a permanent *protection from magic* spell (see the scroll of the same name, assuming a 1′ radius of effect).

The orcs immediately begin firing ballistas at the party. (Ballistas fire javelins, for 2-12 hp damage, once every two rounds; treat all targets as AC 10. They require a minimum crew of two to operate. Information on the "to-hit" roll modifications are found in the *DMG,* page 109.) If the party attempts a crossing, the orc swordbearers at the northern end of the bridge defend it while the ballista crews continue to rain missiles on the characters. If either orc defending the bridge is slain, the other uses his next attack phase to cut the ropes supporting the bridge. The orcs then fall back to room 36 and make a stand there. The fall from the bridge is 260′; roll 20d6 hp damage. Note that a *cloudkill* spell won't work in this room if it has to cross the chasm, because the fumes are heavier than air and therefore sink to the bottom of the gorge.

All orcs here are lawful evil in alignment and move at 9".

**33. Corridor of Darkness.**

> As you open the door, black wispy smoke of some sort slowly pours into the hallway. It is cold, odorless, and does not seem to be harmful. When the door is all of the way open, you see that there is a corridor of some sort in front of you, and that it is filled with the smoke. You can only see the walls for about a foot on either side before. they vanish into the fumes.

The fumes are magically fed and cannot be dissipated. If the characters overcome their initial forebodings and enter the hallway, read the following:

> The smoke closes around you and separates you from the view of your companions. Your torches seem to have no effect in lighting the hallway. The characters with infravision complain that the smoke must be masking heat differential somehow, for they cannot see the hallway ahead nor even their companions. The smoke seems to have a dampening effect on your other senses as well, and even your. thoughts and emotions seem to have a blanket over them.

If the characters do not turn back now, proceed to lead them through the hallway, describing as graphically as you can the thick, almost syrupy smoke. Do not tell them the length of the passage or where the turns are until they actually run into them. Be vague about distances, giving all measurements to the party as "*approximately* so-and-so" distances. As a rule of thumb, add 5′ to the actual length on long passages, subtract 5′ on the short passages. When the party reaches one of the two noted encounter areas, read the accompanying description:

> **A** — Suddenly the lead character shouts, and you all hear the thump as he tumbles forward into a pit.

The pit is only 6′ deep, and the character takes 14 hp damage. The real problem is figuring out how far the pit extends. The easiest way to cross the obstacle is to climb into the pit and out the other side, but whenever 5,000 gp of weight or more is on the nit floor, a thick, hardwood cover slides out over the pit! To escape, the characters must either levitate someone in the pit to get the Weight under 5,000 gp force the pit lid back by muscle or magic. A *knock* spell releases the spring and opens the pit, and a *bend bars/lift gates* roll may be made by a character not less than 5′ in height. A *dimension door* works and so do several other spells, but if a *teleport* spell is attempted, remember that the hallway has never been seen, thus drawing the appropriate penalties from the tables in the *Players Handbook.*

> **B** —Suddenly the line comes to an abrupt halt, The lead character explains that he has come, up against a hard, barklike surface. It doesn't feel like a wall, the character says, then falls silent. In the sudden quiet, everyone hears the distinct, rasping breathing directly ahead.

The rasping breathing is caused by the giant troll that the characters have just bumped into (AC 4; MV 12"; HD 3; hp 47; #AT 1; Dmg 2—16; SD regeneration 2 hp/round but cannot rebond severed limbs, at least 10 hp damage must be caused by fire or the troll won't sink below 1 hp, 90′ infravision; AL CE). The troll has lived in this tunnel for a long while, and though it cannot see, its hearing has been sharpened by eternal night. It is also accustomed to fighting in the dark. When the battle begins, subtract 4 from the characters' "to hit" rolls, but only 2 from the troll's. Its treasure lies immediately around the next corner: 4,352 sp, 1247 gp, 131 pp, a *two-handed sword +1, +3 vs. regenerating creatures,* and an *amulet of life protection.* Note that because of the darkness, the party must spend six full turns gathering up the treasure or leave 20-80% of it behind.

Like most other creatures in this dungeon, the giant troll is both *charmed* and unaffected by hunger. It is extremely ferocious, however.

**34. Elevator Room.** This room is the access room to the third level of the dungeon. Once anyone enters this room and closes the doors (opening and closing these doors requires no die roll to perform), the entire room slowly rises or falls to the next level, as appropriate. Only a dwarf who *detects shifting rooms* notes the slow movement. Note that, depending upon which floor is arrived at, doors in the room that previously opened into the dungeon now open into solid stone, and vice versa. The doors cannot be opened while the room is moving, and even magic cannot help in this regard. The elevator takes three rounds to reach a new lever, and the doors leading into this room on either dungeon level cannot be opened while the room is moving, either. Dungeon level III is 200′ below level II.

**35. Barrels of Fun.** Several barrels sit agains the wall at this point. They are filled with an assortment of material, such as extra ballista javelins, helmets, daggers, and the like. One small barrel (2′ high, 1′ wide) appears to be empty, but acts as a *bag of devouring.*

## Dungeon Level III

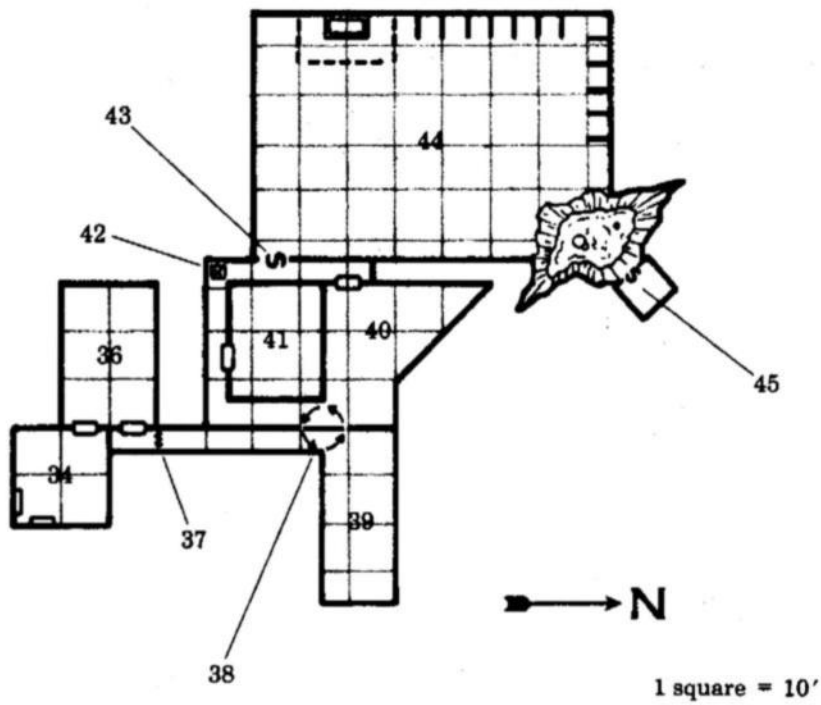
**36. Vacancy.** This room is vacant, save for three movable mantlets. Any orcs surviving the encounter in room 32 flee to this point, take up a position behind a mantlet, and fire until they are out-of arrows. When they run out, they continue fighting— but they won't charge into battle against powerful characters like idiots! They use the

mantlets to keep the enemy at a distance while, perhaps, an associate runs around and stabs from behind. Hit-and-run tactics are the rule.

**37. Beaded Curtain, Jr.** Much like the curtain at room 16, this curtain takes power from those magic weapons traveling south, and restores them to ones going north. This curtain, despite its flimsy looks, cannot be damaged or removed, and its effects cannot be avoided.

**38. Rotating Wall.** This wall rotates, allowing access to different rooms. When found, it is north-south, allowing access to room 39. Pushing on the wall, which requires a *bend bars/lift gates* roll (one attempt per round) turns the wall east-west and allows passage to room 40; the wall may be pushed back into place thereafter, or pushed completely around in a circle. Once the wall is successfully pushed, it moves of its own accord until it has made a quarter turn, then settles into position again, requiring a new attempt to push it.

## DUNGEON LEVEL III




**39. Chimera Little Closer.** This fearsome beast waits just inside the room. It cannot be surprised. The chimera breathes fire on the first person entering the door, on the right flank (AC 6/5/2; MV 9"/18"; HD 9; hp 43; #AT 6; Dmg 1-3/1-3/1-4/1-4/2-8/3-12; SA dragon head can breathe fire five times per day for 3-24 hp damage (save for half damage), 50% chance/round that it uses its breath weapon; AL CE). This beast won't leave its room.

> As the first party member enters this room, a sheet of flame engulfs him! You bound into the room to find that the culprit is a creature partly goat, partly lion, and partly dragon. The monstrosity rushes you, roaring and bleating with all three heads!

The chimera possesses some treasure: 7,127 sp, 1,232 ep, a suit of dwarf-sized field plate armor, 250 pp, two rubies worth 1,500 gp each, a tiara worth 3,600 gp, and a *dagger +1, +2 vs. goblins* (value: 100 xp, 500 gp).

**40. Wraithland.**

> The wall rotates to reveal an oddly shaped secret room. Hovering in the northern part of the room is a shimmering, vaguely humanoid shape with glowing red eyes.

The wraith attacks at once (AC 4; MV 12"/24"; HD 5 + 3; hp 27; #AT 1; Dmg 1-6; SA drains one life level per touch; SD hit only by silver weapons (for half damage) or magic weapons, immune to numerous spells and all poison; AL LE). Its treasure is in a small chest in the northern corner: 8,048 cp, 1,983 sp, a magic-user's scroll (with *dig, wizard eye, infravision,* and *jump),* a *potion of extra-healing,* and a *footman's mace +1.* The wraith won't leave its room.

**41. Shadow Play.**

> This 25' x 20' room appears to be vacant. A small chest, closed, rests along the northern wall.

Smart characters may realize that this is a trap and avoid the room. If they fall for it and go for the chest, the six shadows in this room move in behind them, sealing off the retreat, and attack (AC 7; MV 12"; HD 3 + 3; hp 22, 21, 20, 18, 17, 17; #AT 1; Dmg 2-5; SA drain one strength point per touch; SD immune to many spells, 90% undetectable unless in bright light, +1 or better weapon needed to hit; AL CE).

The chest contains filthy rags. Underneath these in a secret compartment, however, are four flasks of oil, a sack with 54 pp, and a *potion of diminuation.*

**42. Spike Trap.** When this pressure plate is stepped on, spikes spring out of the western wall at the corner and fly down the corridor through the party, collectively doing 2-20 hp damage to anyone who fails to roll his dexterity score or less on 3d6 + 3. Once the trap is triggered, the secret door to room 45 opens (see area 43).

**43. Secret Door.** To open this secret door, one must either say "Long live Cabilar," use *knock* on it, or trigger the trap at the hall's corner, in which case the secret door slides upward.

**44. Master of the House.**

The secret door opens 'into the southeast corner of a 50′ x 75′ room. Against the opposite wall is an open casket, upon which a gaunt, cold-eyed man sits leisurely. He looks very much like the devilish man depicted in a mural you saw earlier. He almost seems to be smiling. Against the western and northern walls are ten more coffins set upright; in which can be seen human skeletons adorned with shields and swords. The northeastern corner of, the room seems to have collapsed, and great heat and light come up from the pit so formed. As you survey the scene for a brief instant, the skeletons in the coffins begin to move. Seizing their swords and shields, they leap from their coffins and rush at you!

The first 10 skeletons split into two groups (AC 7; MV 12 "; HD 1; hp 8 (x3), 7,6 (x2), 4,3 (x3); #AT 1; Dmg 1-6; SD immune to numerous spells, sharp-edged weapons do only half damage; AL N). Four (the strongest) go to the pit's edge and stand there as the others attack the party. The coffins are magical and have a special function: Whenever a skeleton is slain, a duplieate skeleton with the same hit points appears in a random coffin and charges back into the melee.

The gaunt, cold-eyed vampire, Yattel-Ettes, is indeed smiling (AC 1; MV 12"/18"; HD 8 + 3; hp 49; #AT 1; Dmg 5-10 or by weapon type; SA drains two life levels by touch, *charms* by gaze, STR 18/76 (+2 " to hit" and + 4 to damage); SD + 1 or better weapon to hit regenerates 3 hp/round, *shape change* into certain animal forms, assume gaseous *form,* immune to numerous spells and to poison, takes half damage from electricity or cold; AL CE) The floor around his coffin, for 5′ in all directions, is a *permanent illusion.* Any persons charging him drop into a 30′-deep pit, taking 3d6 hp damage.

In addition, the pit floor slowly slides away to drop characters another 30 ′ into' a bubbling pool of lava. It takes four rounds for the pit to open wide enough to drop the characters into the lava (and instant death). Once the first character falls into the pit, the illusion is dispelled (although if several characters are running side by side, they all tumble into the trap). Characters running 5-10′ behind the lead attackers can make a save on d20 by rolling their dexterity or less to avoid falling in, and anyone further than 10′ behind is automatically able to stop in time.

Once the trap has been sprung, Yattel-Ettes. changes into bat form, crosses the pit, changes back into vampire form, and attacks. He first uses his *charm* ability (keeping skeletons between himself and the characters, if possible, while doing this). Then, when melee is joined, he attacks with a *short sword* +2 he carries. If wounded seriously, he assumes *gaseous form* and returns to his coffin to regenerate while watching the battle. If brought to 0 hp+ he is not killed but must return to his coffin in *gaseous form* to reform his corporeal body (see the *Monster Manual* for details).

Yattel-Ettes doesn't mind talking while engaged in melee; in fact, he rather enjoys a certain level of repartee under pressure. He took the crown under orders from Cabilar, but regrets that he did not find and destroy the

young prince. He has lately thought that a magic-user, preferably a female one, would be a nice long-term companion. If such a character is present, he does his best to life-drain him or her.

A chest concealed by the bottom of the coffin contains 2,000 pp, 15 gems worth 300 gp each, a *ring of temporal stasis* (causes wearer to go into suspended animation as per the magic-user spell *temporal stasis,* no save), a *ring of one wish,* 12 nonmagical jeweled rings worth 150 *gp* each), a *two-handed sword* +2, two *javelins of lightning,* an *arrow of cleric-slaying,* a magic-user, scroll of four randomly determined fifth-level magic-user spells, and an illusionist scroll with one seventh-level spell.

One possible way to destroy the vampire (in addition to the normal methods) would be to lock him in his coffin (either in *gaseous form* or as a solid body) and drop the coffin into the pit around him, which would then drop the coffin into the lava and instantly slay the vampire forever. This is also the only way to stop the skeletons from reappearing, by dropping their coffins into the lava pit and destroying the remaining skeletal bodies. Each coffin in this room has a 2,000 gp encumberance, possibly requiring several people to move each one.

The drop-off in the northeastern corner is a 60 ′ fall to a pool of bubbling lava. Only solid stone is visible across the lava pit. The *ring of night* must be thrown in the lava to complete the quest, as it so informs the wearer (see section describing the ring, below). If the ring is dropped into the lava, read the following description:

> When you throw the ring into the lava, a wondrous thing happens. Several rays of flashing light shoot from the edge of the pit, hitting a point on the opposite edge about 20′ northeast of your position. Beams of light crisscross these lines in ladder-like fashion, forming a bridge of light. A doorway of some sort appears at the other end of the luminescent path.

After two more rounds, the weaving of the bridge ceases, and the door is fully outlined. At this time, *and not before,* it is safe to cross the path. Crossing it earlier results in falling 60 ′ to the death of the adventurer. The two-round period is restarted, with appropriate explanations that the path was ruined by the person falling through — but the light-bridge appears to be reforming.

The vampire won't cross the light bridge or enter room 45, but the skeletons can and do.

**45. Crowning Glory.**

> The door opens to reveal a 10′ × 10′ room filled with glittering treasure, piled in chests and stuffed in canvas sacks all around. But the most fascinating sight that you see is the sparkling green crown which rests on a velvet pillow on a pedestal in the center of the room.

The crown is made of an extremely rare form of jadeite. This transparent mineral is found only in miniscule quantities in the creases of other rock. It is worth 25,000 gp, but attempting to sell it within 350 miles of the city of Stoutwall is 90% likely to result in recognition of the crown and notification of the authorities.

The crown is not protected in any way and can be taken from the pedestal at no risk. However, the first person touching any of the other treasure in the room must make a save vs. spells or be *petrified* (turned to stone). If the save is made, no adverse affects are noted.

The treasure: 503 pp, 1,132 gp, 1,233 ep, 3,565 sp, 11,346 cp, an emerald necklace worth 1,200 gp, a *mace of disruption,* a suit of *chain mail* +4, a *stone of weight,* a *potion of heroism,* a *wand of fire* with 15 charges, and a *bag of devouring.*

## Concluding the Quest

Once the characters escape from Cabilar's dungeon with the crown, the adventure ends. The DM may create a larger milieu in which to set this adventure, detailing the trip to and from the dungeon, the prince's war against the usurper, and other subsequent events as desired. The godmother pays each member of a successful mission a portion of a total share of 30,000 gp.

In future adventures, player characters may decide to take control of the tower and dungeon as their own base of operations, requiring (of course) that the whole cavern around the tower and all the surrounding countryside be explored as well. If the player charac-

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ters do nothing to ensure Cabilar's downfall and doom, the wizard might come by to check on his tower again. Cabilar's statistics may be generated by the DM as desired; he is hinted to be a 16th-level chaotic-evil magic-user, but he might be of higher level now and might also have had a prior class.

### The *Ring of Night*

The *ring of night* is a magic item created by Cabilar as his "key" to get to the crown of Stoutwall; it also serves as a protective device. When he left, Cabilar gave the ring to a large, *charmed* ettin named Fred/Ned. Cabilar knew the ettin was too stupid to use the ring to get to the crown and was too stupid in fact to even make full use of the ring itself — making Fred/Ned the perfect guardian for it.

The *ring of night* is made from a dull gray metal and radiates magic. It has a batlike motif, with the following phrase written on the inside of the band in magical script (requiring a *read magic* spell to translate): "Defend, deceive, destroy." It expands or shrinks to fit any size hand from giant to leprechaun.

The *ring of night's* powers increase as it gets closer to the base of Cabilar's lair. Therefore, when the ring is on dungeon level III, it is more powerful than when it is found on level I. Here are its powers:

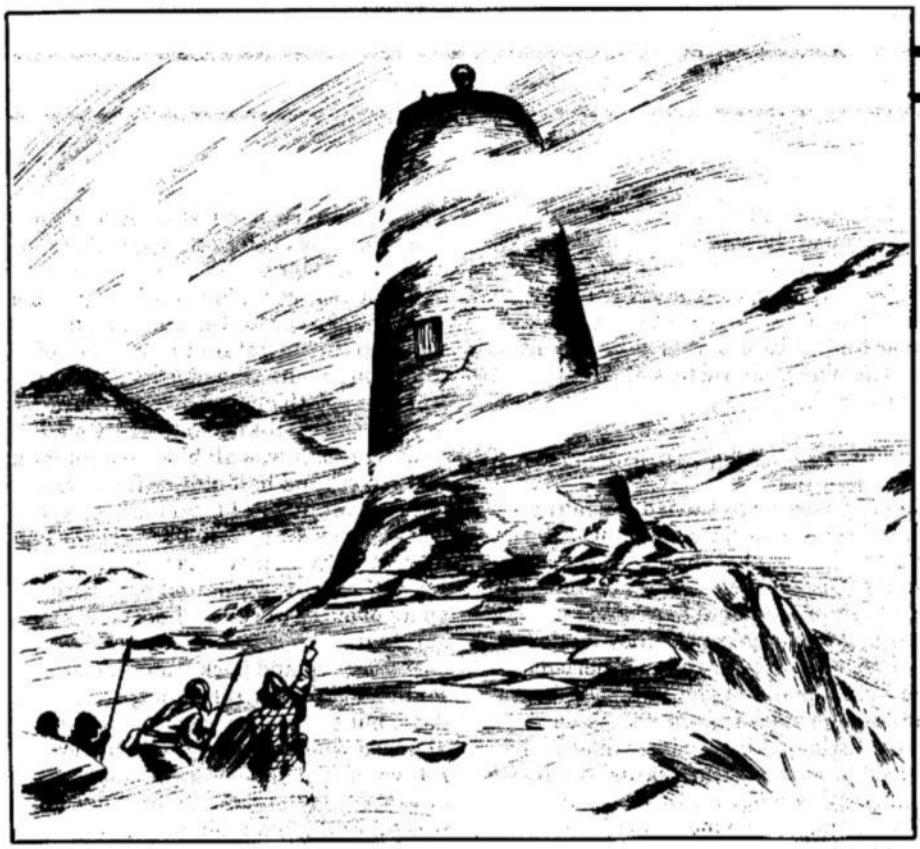
When the ring gets within 50′ of room 45, it glows bright red and becomes warm. The bat's head on the ring then speaks, in a hissing voice, in Common to the wearer: "If you would save the crown, my life and yours are forfeit. Carry me into the fires in the earth if you would aid Stoutwall."

The ring is lying. Hurling the *ring of night* itself into the lava is sufficient to cause the light-bridge to form; the destruction of a living being is merely one of Cabilar's ways of eliminating invaders by trickery.

Because the ring is limited in its use, it is only as valuable as a *ring of protection +1* if not destroyed.

**POWERS OF THE *RING OF NIGHT***

| Power | Where power functions | Command word |
|---|---|---|
| *Protection +1* | Prime Material Plane | None |
| 60′ infravision (or to 120′ if wearer has infravision naturally) | 10-mile radius of Cabilar's lair | None |
| No need to eat or breathe | Cabilar's tower and dungeon | None |
| Adds 10 hp to user's total for 20 rounds, twice per day | Dungeon levels I, II, III | "Power one." |
| *Burning hands* at 16th level of ability, twice per day | Dungeon levels II, III | "Power two." |
| *Magic missile* at 16th level of ability, three times per day | Dungeon level III | "Power three." |



# ASSAULT ON EDDISTONE POINT

BY PATRICIA NEAD ELROD

## What awaits you in the lonely signal tower?

*The creator of* Assault on Eddistone Point *is a writer who is also from Fort Worth, Texas. She makes her own chain mail armor and costumes, and is a long-time fan of the old television series* Dark Shadows.

This AD&D® game adventure is suitable for 3-5 characters of 1st-3th level. A ranger, cleric, and dwarf would be helpful but are not necessary for success,

### Adventure Background

The Old Crystols Mountains have long enjoyed a reputation of potential wealth as well as of certain danger, though the latter has had little effect in deterring adventurous souls. Populated largely by dwarves who mine for gems and valuable ores, the Old Crystols are crossed by trade routes that thread their way through the passes and into the lands beyond. In the cities that flourish on either side of the range, the dwarves trade gold and jewels for spices, expensive clothing, and certain other civilized comforts they do not choose to produce themselves.

Elves are found in the valleys of the range itself, hunting the plentiful game and fishing its streams. Though considered an unspoiled wilderness, the mountains are prowled by dangerous foes, and it is not unknown for small caravans to disappear in its forests — victims of roving bands of orcs and bandits.

Outside the range, the two most important trade centers are the city-states of Untala and Strafferburg. About 50 years ago, each tried to lay claim to the mountain trade routes and their wealth. War followed and disrupted all travel through the mountains, depopulating the region: The dwarves shut themselves away in their mines, refusing to produce gold for any conqueror and preferring to disappear from sight. The elves suffered to a lesser degree, but they were still forced to defend their lands against wandering freebooters, adding to the loss of life.

All was in chaos until a force of druids united and, with the aid of their combined magical powers, put a stop to the fighting. Treaties were drawn up and signed, and for the last fifty years there has been peace. Even now it is still unlawful to draw a weapon along the trade routes except for food or defense. At the same time, a brotherhood of

rangers was formed, sworn to watch the trails, keep them open, and generally guard the peace.

One of the ways peace is preserved is through communication. Realizing this, the two city governments agreed that they should have some reliable system of keeping in touch despite their great separation. The most successful of the methods tried was the establishment of a series of signal towers built upon mountain peaks, each about eight miles apart. Though the cities are separated by fifty-five miles of rough country, each can now know the latest news in as little as an hour, the time it takes to transmit on a clear day. Truly a miracle of modern technology!

Through the use of a flashing mirror and a signal code, each city keeps the other informed on current events — especially the price of gold and other precious metals. The prices are now competitive but fair, and each city has an equal chance of attracting the dwarven trade. As expected, official observers and spies ensure that all the information transmitted is the truth.

The eight mountain towers are maintained by the druids' Grand Council and by local dwarves and townspeople along the trails. Money for the towers' upkeep is provided by the city-states of Untala and Strafferburg. Business has been good in the last few years — so good that the two cities decided to extend the signal system beyond the daylight hours. After some negotiations, it was decided to modify the system with the addition of a shuttered box with a *continual light* spell placed inside it. When the shutters open and close, the brilliant light can be seen for miles in the clear night air.

The magic-user commissioned to do the spell-casting work has successfully visited the towers at Wyvern Peak and Fang Rock, and recently arrived at the town of Four Trails, at the foot of the Eddistone Point tower. She and her fellow adventurers have traveled slowly, joining up with trade caravans for greater safety as they head from tower to tower. When they finish a job, they wait until another caravan passes by and move on to the next town. At Four Trails, the magic-user met with the local mayor and gave him the details of what was to be done to renovate the tower. Since his town thrives on the trade coming through, he agreed to lend her party all possible aid, and she and her fellows set off to their work.

Unfortunately, that magic-user and her entire party have now vanished. Foul play is suspected, and the mayor must form a rescue team to track down the lost adventurers. It is at this point that the player characters arrive in town. . . .

## The Missing Party

The magic-user was named Delea the White because, despite her youth, she had startlingly white hair. The-mayor and townspeople remember a number of details about her from her conversations and from inferences they made from her appearance and mannerisms. She wore a plain dagger in a belt sheath and used no staves or wands. Aside from a little cooking and her magic, she seemed to have no other skills. A silver ring, possibly magical, was worn on her left ring finger. She mentioned to the mayor that her spells were kept in a traveling spell book which was always kept on her person. A large white crow, assumed to be her familiar (some say it was her personal demon) was usually found riding on her shoulder. Delea never called the crow by a personal name.

A dour dwarven warrior and several men-at-arms came into town with her, but no one found them to be as interesting as Delea since magic-users are rare in these parts. The dwarf, named Haril, spoke with some townsfolk in the local taverns before going up the mountain. Originally trained in masonry and carpentry, with a good education in engineering, Haril sought a more adventurous life by becoming a fighter and he had enjoyed some success at it. The son of the engineer who designed and built the towers, Haril was hired to join Delea's party to inspect the towers and make any necessary changes to accommodate the new signal boxes. He was last seen wearing ring mail with a shield, and carried a short sword and light crossbow.

The five mercenaries kept to themselves, as was the custom of their mercenary brotherhood, and spoke little to local people. The mercenaries were armed with long swords and long bows, wearing leather armor and using large shields. All seven in Delea's party were mounted on mules with four more mules carrying supplies, totaling eleven animals and their tack.

Delea and her party stopped at Four Trails six days before the arrival of the player characters. Delea rested a day and, with Mayor Edmond's help, hired a local ranger named Shaador to guide them up the mountain to the tower of Eddistone Point. Shaador rode a light war horse with chain barding. The animal was well-known to everyone in Four Trails; it was all black except for a white face, and half of its left ear was once cut off in a fight. Shaador was well armed as usual with a long sword, long bow, and throwing dagger. Shaador himself was a dark-haired man with years of experience in wilderness survival.

The trip up and back from Eddistone Point should have taken only three days, but the mayor was not unduly alarmed when Delea's group did not return in that time or even the day after. Cullivan, the lesser druid who was manning the Eddistone Point tower, was known to be quite friendly and eager for company, particularly since his fellow druids had left for the midsummer festival without him.

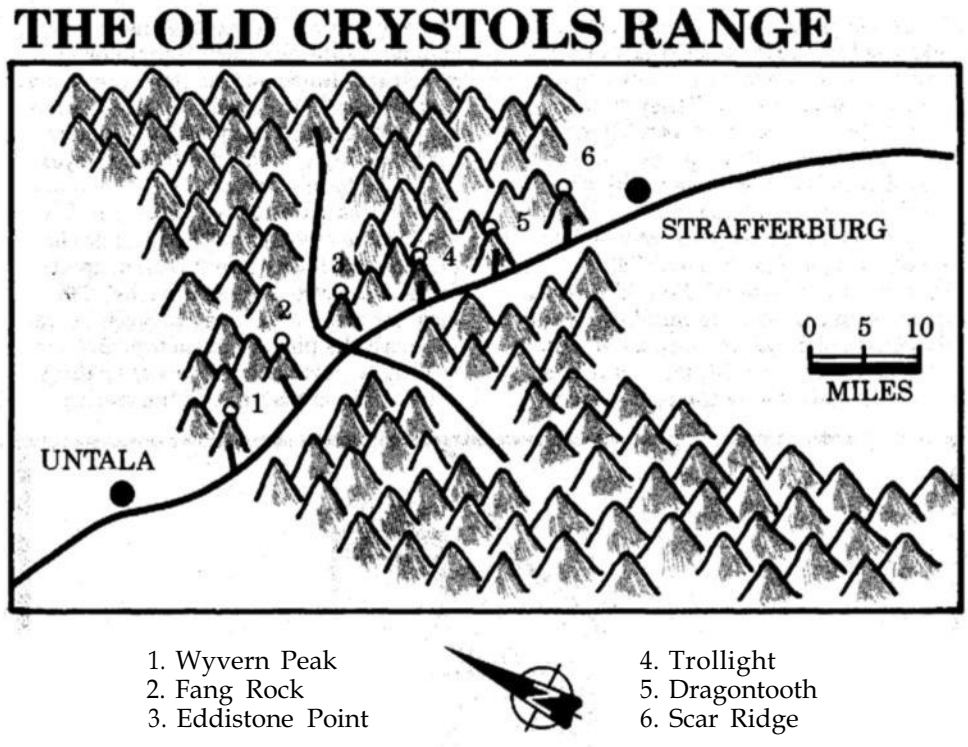
Mayor Edmond's complacency was shattered as panic literally flew into his window just two days ago. Delea's white crow landed on the mayor's ample stomach as he lay asleep, giving him and his wife a bad fright. Lighting a lamp, he recognized the bird and saw that it had a small scroll of paper in its beak. The bird dropped the scroll and flew away into the night. Unrolling the paper, Edmond saw a smudged message had been hastily scrawled in charcoal. In Common, it read: **Bandits in tower — help!**

Help is exactly what the mayor is now looking for, as this trouble could not have come at a worse time. All the druids in the area are away in the south for their midsummer festival, the guardian rangers are busy in the north taking care of an orc uprising, and all the local fighters-for-hire (or anyone else who might be useful) have been hired away to protect the caravans. Any adventurers are likely to be noticed as such the minute they come into town, and the mayor takes swift action to hire them to go up the mountain and investigate the trouble. Edmond is reluctant to send up-a detachment of city guards because they are not trained to handle what may prove to be a sticky situation. Besides, if bandits have taken the tower, could they not be heading for the

town as well? (He won't necessarily mention this possibility to anyone he hires, however.)

The only good turn of events has been the weather, for the mountains have been enveloped in a thick layer of fog for the last few days. Mayor Edmond is in a great hurry to get a rescue party to the tower before the fog clears, as fog is a normal hazard to the communications line. Neither Untala nor Strafferburg is alarmed at the break in transmission, since they were warned of the change in weather by druidic tower operators — but fog won't last forever. The mayor fears that the bandits might damage the tower or even send false messages to stir up trouble again between the two cities. No matter what could happen, he sees it as a threat to the well-being of his people, not to mention his job.

Mayor Edmond and the city offer the party 2,000 gp for successfully recapturing the tower, throwing in an extra 100 gp for each member of Delea's party rescued alive. The player characters are entitled to any booty they can take off the bandits (excluding hostages and their goods). The mayor hints that the cities of Untala and Strafferburg might also be financially grateful for the safe restoration of their signal line, but the player characters who read between the lines may guess that, lacking witnesses and evidence to support this, such rewards might be difficult to get. Then, too, the cities might not pay great rewards if aware that the adventurers were already rewarded by Four Trails.




### The Town of Four Trails

A thumbnail sketch of Four Trails is provided below. The DM may develop the town more fully if desired, but it is not necessary for this adventure to do so. The town is not particularly large, having a population of seven hundred adults at present.

From a few buildings set up as a trading post at a crossroads, Four Trails grew quickly with the increase in commerce following the end of the trade war 50 years ago. The east-west Untala-Strafferburg road and the north-south Elvenkings road became more heavily traveled by large caravans. Four Trails prospered greatly when the signal tower was built nearby. The citizens, mostly farmers and herdsmen with a number of merchants, consider the tower a symbol of good luck for their town and extend whatever help they can to the rescue party. The mayor tried to keep the story of the tower's capture quiet, but word leaked out and spread. There is now much conflicting gossip, and with each herdsman or prospector who wanders in from the vicinity of Eddistone Point being questioned, the stories are growing.

Each townsperson the party questions has his or her own opinion about who or what captured the tower. Rumors blame everything from a battalion of orcs to a lone black-clad figure that some claim to have seen riding a small dragon in circles around the mountain peak. (Considering the tower is a good five miles from the town and swathed in fog, the party need not take this last rumor seriously unless it seems willing to swallow it.) Four Trails has its share of strange folk, and the DM can have lots of fun stirring up the player characters with these stories, as well as relieving them of any spare change as they purchase this information.

Four Trails is surrounded by several miles of farmland, and the lower slopes of the mountain are rich grazing land for cattle and goats. Little mining is done in this particular area, but an encounter with a lone prospector on his business is not unusual. The town proper is protected by a broad, shallow ditch with drawbridges crossing it on the four main roads that lead into the town. Within bowshot of the ditch is a 20 '-tall stockade of thick tree trunks.

To cross any of the bridges, one must pay a toll. Locals are charged 1 cp per day, and visitors must pay 5 cp whether horsed or afoot, or 1 sp if driving a wagon. The toll is for the upkeep of the roads and bridges, and the bridge guards will *not* let anyone pass unless he or she pays. Each bridge has four guards (each AC 6; MV 9"; F1; hp 6-9; #AT 1; Dmg by weapon type; one spear and club each; AL LG). If forced into a fight over the toll, the guards are joined by 2-8 others from the city wall. In addition, 1-20 local boys and girls come to their aid by pegging rocks at the party. The children are zero level, but most of them are used to scaring away farm pests by throwing rocks, so they have a +2 bonus to hit their targets.

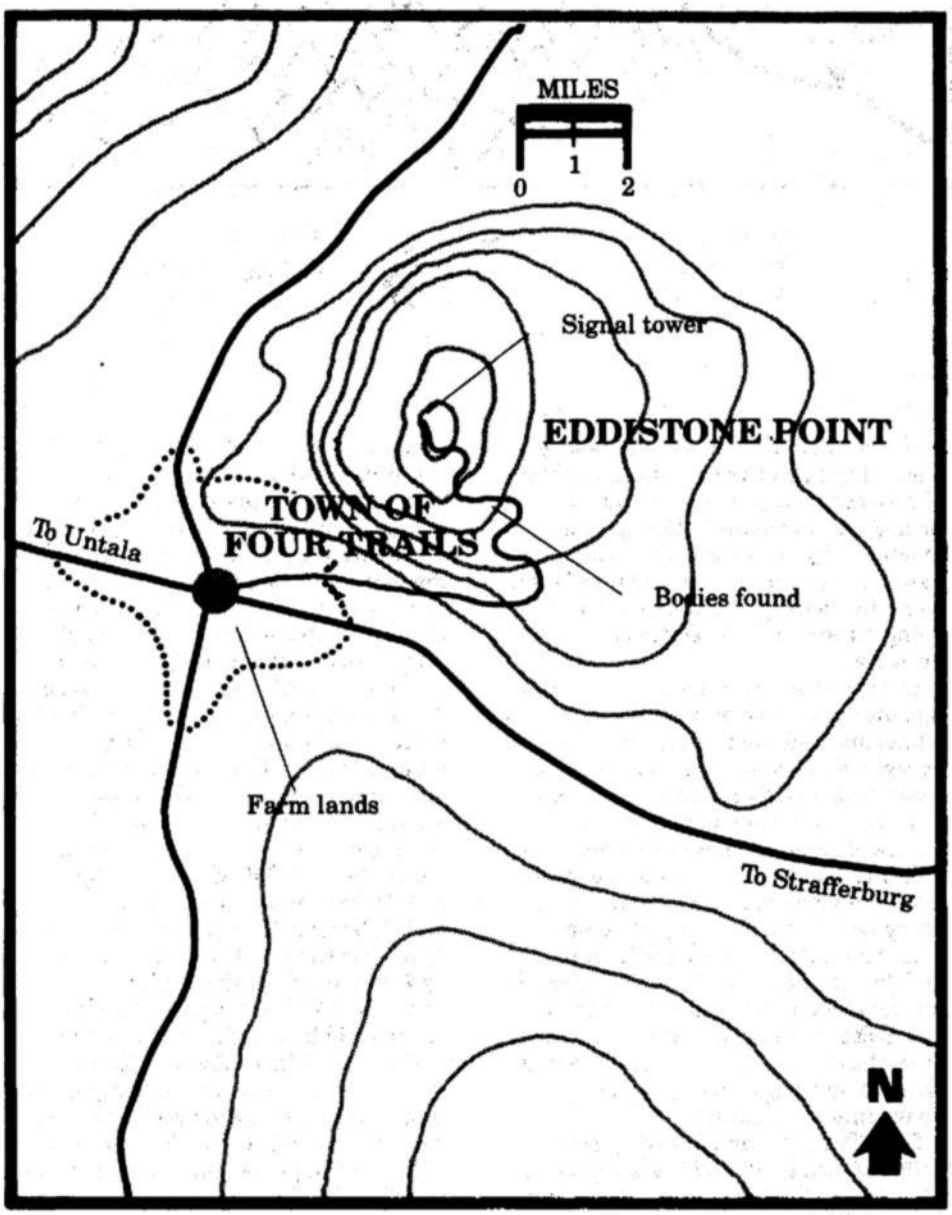
Should the player characters get into trouble with the bridge guards and be arrested, the mayor may use this situa-

tion to get them to solve his problem with the tower. He could (and would) levy a heavy fine on them, but be persuaded to withdraw it if they take on the job. In this way he doesn't lose any reward money, and the player characters can still earn experience by defeating their foes in the tower.

Once inside the wooden town walls, the party should have no difficulty finding its way around. Four Trails was set up with travelers in mind. Inns and ale houses abound, the largest of which is the Tower and Light, located in the middle of town along the east-west road. It is just across the street from the town council house; the town fathers usually have their lunch at this convenient spot and are likely to be talking business as they eat (though Edmond's legendary appetite might be a bit off these days).

The party, if it lacks a cleric, won't be able to locate one to accompany it. This is the time of year that Four Trails is afflicted with its annual bout of spotty fever (a disease carried by ticks). The local clerics are too busy to bother coming with the player characters, but are willing to part a with *potions of healing.* The supply is scarce, and the clerics charge double normal prices (800 gp) for the four such potions available.

Speaking of spotty fever, there is little chance that any party member who wanders into town can catch it. The DM should roll a 1% chance (without modifiers) for each player character and henchman or hireling thereof for the disease to develop. It is not contagious and is treated as a mild, acute skin disorder manifested by huge red-and-purple spots all over the body and a general lethargy lasting 1-3 weeks. Spotty fever, if caught, appears 1-4 days after the affected character has reached Four Trails. A *cure disease* spell removes the affliction instantly.



Contour lines are 1000′ apart

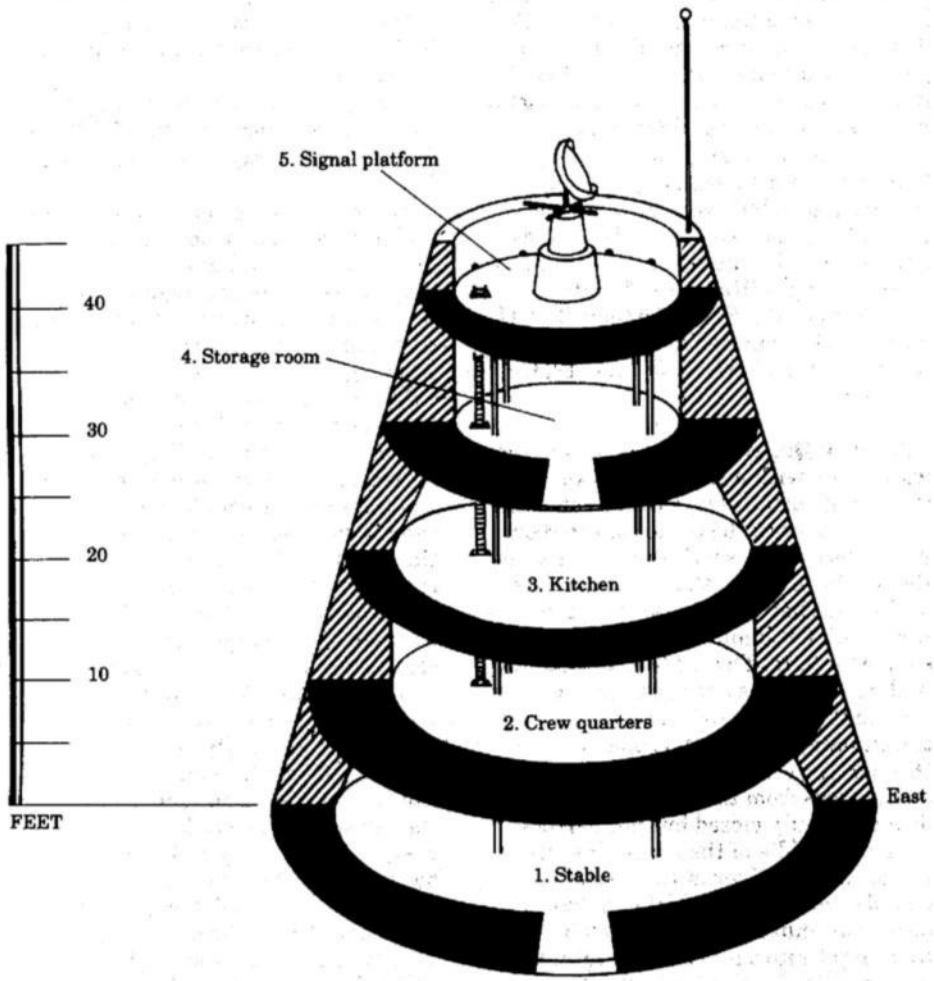
### Eddistone Point

Eddistone Point is a large single mountain reaching an altitude of 6240′ at the signal-tower base — not particularly high as the Old Crystols go, but more than suitable for signaling use. There is only one easy path to the tower on Eddistone Point, and that is by way of the original 10′-wide trail laid by dwarven engineers years ago. Still in very good condition and maintained by the town, it winds its way to the summit of the mountain. The rugged mountain terrain is sufficient to discourage all other means of getting to the tower by land transportation, though of course flight is possible if the appropriate means exist.

The fog currently wreathing the mountains helps the party remain unseen, cutting visibility to a quarter of a mile or less in some areas. All the same, if they wish to remain undetected by any watchers in the tower, the characters must use silence and stealth. There is virtually no wind, and any noise carries far in the still air (up to 240′ for normal conversation).

Two-thirds of the way up the mountain, the party may notice disturbing signs in the hard earth of the trail. Obvious signs of a struggle have been obliterated, but some crushed plants and spattered blood may be found. Horses react unfavorably to the smell of blood in the still-damp soil. If the characters search the area, there is a 50% chance of finding the bodies of the five fighters who were known to be with Delea's party. The bodies were dragged off the main trail and roughly covered with brush. They have been stripped to their underwear and nothing of any

## EDDISTONE POINT SIGNAL TOWER




value is left on them. Two of the fighters have no marks on their bodies, but their faces are distorted with horrified expressions as if they had died of fright. The other three bodies have many wounds, and all of the mercenaries have been dead for at least three or four days. No other signs of battle exist along the trail.

### The Signal Tower

Standing 45′ tall and 50′ in diameter at the base, the signal tower sits at the edge of an oval-shaped plateau on the mountain's summit. The northern half of the tower rests along the edge of a sheer cliff. From the trail approaching from the south, the tower appears to be completely smooth all around, with no visible doors and only one′ large, wooden, shuttered window 30′ up on the south face. The shutters are currently closed.

On top of the tower is the mirror-signal apparatus, now covered with a heavy oilskin tarp to protect its silvered finish from the fog. On the east edge of the top is a 15′ metal pole that usually flies a flag (there is no flag now) and also acts as a lightning rod. If the party can get close enough without being observed, figures may be seen standing at the top of the tower, apparently lookouts. Since visibility is about a quarter mile, it is not likely that these figures could be easily and silently picked off with any missile weapon, even magical ones. Besides, the party cannot be certain of the identity of the targets (see section below on the signal tower's inhabitants).

If the party opts for a night assault, it has a better chance to get close to the tower, but it must be quiet about it. A few short trees, scrubby bushes, grass, and rock formations serve as cover. On the south face of the tower, almost under the window, is a secret door leading inside. Pushing the left side of the door makes it swivel inward on a vertical hinge — the left side of the door being 4′ wide, the right side being 2′ wide. Made of thick oak disguised to look like stone, the door is usually barred from the inside with a thick wooden beam set in notches in the stonework, as it is now. The door can only be opened by a *knock* or forced open by a group. with sufficient combined strengths to lift 12,000 gp of weight. Of course, this makes more than enough noise to alert everyone inside.

No trees grow on the summit, though a few pines grow nearby. Delea's white crow is hiding in the pine tree nearest the tower, waiting for someone to rescue its mistress. The crow has acute sight and hearing, so it cannot be surprised save by a magically silent and invisible being. If it spies anyone, it caws softly to catch that person's attention, then flies down to land beside, him. A *speak with animals* spell works on the crow, who tells the party that its mistress is held captive in the second floor of the tower. Rescue is insisted upon. When pressed for details, the crow becomes too excited and impatient to be very clear, speaking only of the bad men in the tower who shot arrows at it. When asked about Delea, the crow says that its mistress is in a deep sleep and won't wake up (white crow: AC 7; MV 1″/36″; HD ½; hp 4; #AT 1; Dmg 1; SA 10% loss of opponent's eye; INT low; familiar of Delea; AL N). Note that killing the crow will badly injure Delea for 8 hp, which she cannot recover or heal.

### The Tower's Interior

It should be noted that the floors inside the tower are made from solid wood and supported by four huge wooden pillars. The whole interior structure is very strong and stable, but also subject to fire should someone set off a *fireball* or similar magical spell. Floors are about 6 " thick, making the actual floor-to-ceiling distances 9 ' 6 " (here called 10 ' for convenience).

**1. The Stable.** There are 11 mules and 10 light riding horses jammed into this area (including a black horse with a white blaze face and cropped ear). This area is extremely crowded and stuffy, and it smells like it has not been swept out in a week (which it has not). Opposite the door, 40 ' across the chamber, is a chicken coup with one bedraggled hen left. Loose feathers cover the floor here. The only fresh air comes from four grated windows not more than a hand's span wide, looking out over a sheer drop of several hundred feet. The grates are removable from the inside by means of swivel catches, and the mesh is spaced far enough apart for a small hand to go through. A small piece of charcoal may be found in the westernmost window, behind its grating.

East of the center of the stable is a covered box serving as the water well. In the ceiling just to the west is a 2'-square opening leading to the floor above, with an iron ladder securely mounted to it. The opening is currently covered with a wooden hatch. What little space remains in the stable is taken up with bales of hay, bags of oats, and tack. The animals are restive from being shut up so long; if the party is not careful, the beasts make enough noise to rouse the inhabitants of the floor above.

On the floor to the right of the chicken coup is a round grille-covered hole in the floor. The stable wastes are usually swept here, to fall down a 45° sloping shaft and out on the side of the mountain. The grating is removeable and has not been set flush with the floor. A low moaning sound can be heard if anyone successfully makes a listening roll within 15' of the hole; the moaning comes from within the hole itself. If they investigate, the player characters find Haril the dwarf has been shoved down the hole and lies only 10' from the grating, barely conscious and held in the chute only by accident (his clothing caught on a sharp rock just 5' from the open end of the chute).

Climbing down the chute requires a thieves' *climb walls* roll to perform successfully (if done without a rope); failure sends both the rescuer and Haril bouncing down the mountain for 20d6 damage — almost certain doom. If the party rescues Haril, it finds the dwarf is in a bad way and cannot give any useful information. He was badly beaten and is delirious, muttering curses about half-orcs and demons. Stripped to his skivvies, he is blue with cold and near death. Only the healing of his wounds and bed rest for one week can bring him to full strength (Haril: AC 10; MV 0" (unable to walk); F2; hp 15 (now 2); #AT 0 (currently unarmed and incapacitated); S 14, I 12, W 10, D 14, C 13, Ch 11; AL CN).

**2. Crew Quarters.** Five beds line the walls here, with a small footlocker at the end of each. A large round table and five chairs sit-in the center of the room. A fireplace and a small woodpile rest in the northern end of the room, and five desks and chairs can be seen on the west wall. Oil lamps hang from the four support pillars. Three 1'-wide windows with tall shutters overlook the sheer drop to the north, and the metal tube of the chimney exits to the open air through the center window: A metal ladder rises from the 2'-square trap door (currently closed but not barred) near the middle of the room. The opening to the next floor is 10' above. A chamberpot rests under the middle desk. The shutters are left open by day to let light into the room; at night, they are closed and a fire is kindled to stave off the chill mountain air.

This floor is usually occupied by three armed bandits (each AC 7 (but see below); MV 9"; F2; hp 15; S 15, D 14; AL CE; studded leather armor, short sword, long bow, hand axe). One of the bandits stole Shaador's *ring of protection* +2, and his AC is now 5. Guarded closely are the following prisoners:

Delea (AC 10; MV 0"; MU4; hp 9 (13 while familiar is within 120 yards); #AT 0 (currently unarmed and incapacitated); S 9, I 15, W 12, C 8, D 11, Ch 15; AL NG; skilled with daggers; knows *read magic, find familiar; magic missile, ventriloquism, write, continual light,* and *levitate,* but has no spells currently memorized);

Shaador (AC 10; MV 12"; R3; hp 24 (currently 13); #AT 1; currently unarmed; S 14, I 14, W 15, C 15, D 13, Ch 12; AL CG; skilled with long sword, long bow, dagger);

Alf, a 0-level hireling who works with Cullivan, the druid in charge of the Eddistone Point tower (AC 10, MV 12"; hp 3; #AT 1; currently unarmed; I 16; AL N); and,

Clyde, another 0-level hireling who works at the tower (AC 10, MV 12"; hp 6; #AT 1; currently unarmed; S 15; AL N).

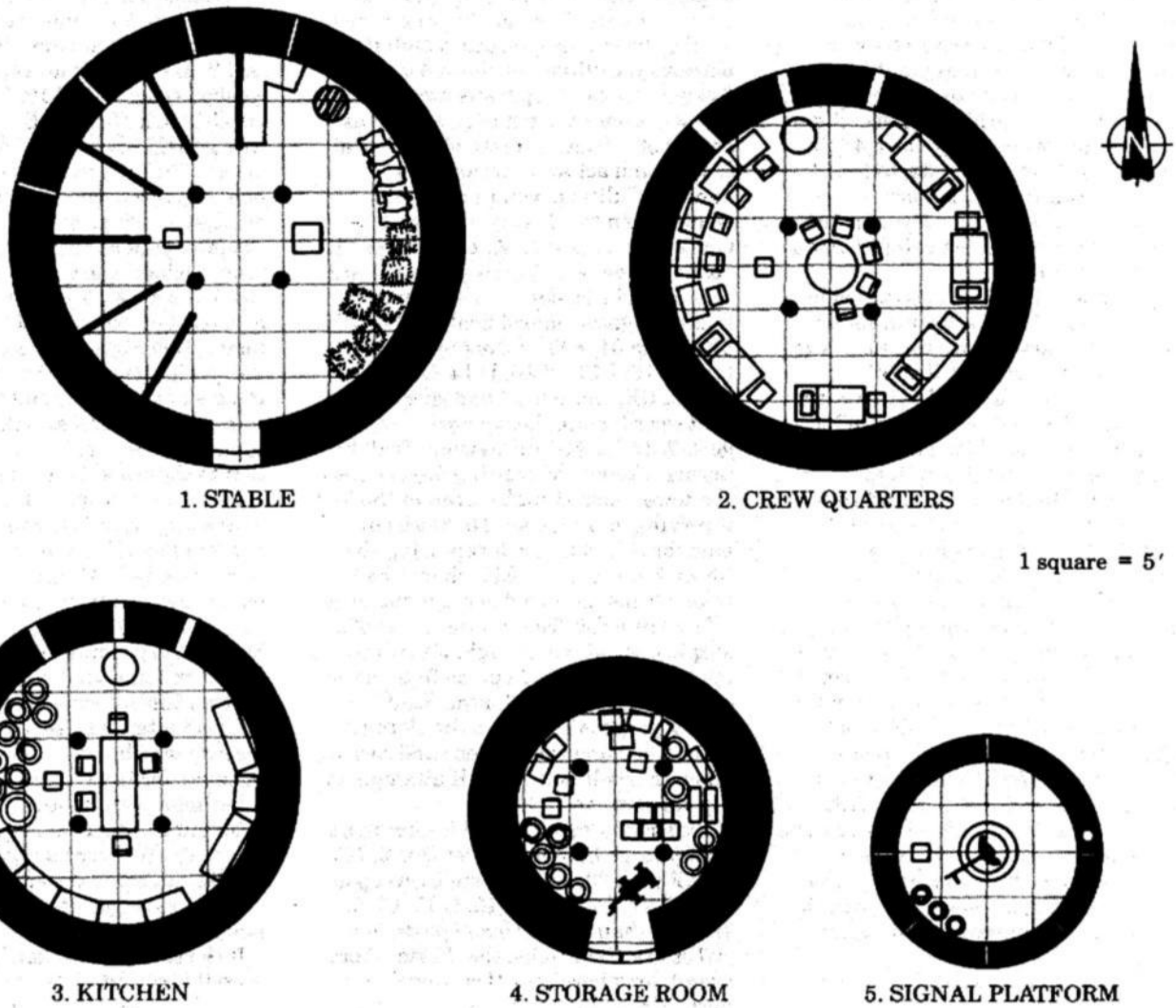
Alf and Clyde normally cook, clean, and perform routine maintenance around the tower, but both have been taught to operate the signaling mirror to a limited extent by Cullivan (enough to signal for help or send weather warnings).

All the prisoners have their hands and feet bound, with only very limited movement permitted. They had been allowed to go downstairs briefly, but when Delea was caught sending a message of some sort off with a white crow, this practice stopped. The prisoners receive slight amounts of food and water — save for Delea, who has been drugged into a stupor and is unconscious. Unless a *neutralize poison* spell is used, it takes 3-12 hours for Delea to regain consciousness and be able to move about normally.

The chests contain only worthless clothing, as the bandits who have taken the tower have ransacked them. However, two large code books and three log books may be found on the desks, where they've obviously been well read. The code books detail the signaling system used for the signal towers. The log books detail the transmissions over the last two months, abruptly ending about five days ago. The value of these works depends on whether the DM wishes to detail the transmissions for the characters and whether the PCs wish to exploit any unusual information in them; such expansions on this adventure are left to the DM's imagination.

**3. The Kitchen.** The trap door from area 2 to the third-floor kitchen is 75% likely to be open. As on the floor below, there are three window slits about 1' wide, and the center window has the exhaust pipe for the fireplace-stove combination that rests on the north side. The east wall has a food preparation area, with a once neat array of

# EDDISTONE POINT SIGNAL TOWER




knives and other cutlery lining the wall. The kitchen is in disarray now, for the bandits are not very neat. Dirty pots, pans, and dishes litter the place. The south wall pantry is a mess — doors gape open, food is thrown around, and there are a lot of plucked chicken feathers on the floor. The barrels on the west wall are undisturbed; they contain only cooking fat, save for one large water-filled barrel with a bucket near it. (Signal tower rules forbid the presence. of wine or spirits on the premises.) The center of the kitchen is occupied by a large wooden table and five chairs; these, too, are in a condition similar to that of the rest of the kitchen. The metal ladder continues 10' up to the next floor.

If characters spend time in checking about, they note that about 12 person-days of food remain (enough for one person for twelve days, two people for six days, etc.). All of the food was either brought up by mules from Four Trails or gathered from. the wilderness.

**4. Storage Room.** This room contains the only large (8′-square) window in the tower facing to the south. About 30 ′ up the smooth face of the tower, the shutters open outward on hidden hinges. Just inside the window stands a wheeled loading crane, used to haul cargo up for storage. The rest of the 23'-diameter room is filled with boxes and sacks of dried food, flour, sugar, and the like, as well as items that might prove useful for the maintenance of the tower. A spare signal mirror packed into one box, piles of spare rope ladders, tools, and other equipment lay about. None of the boxes are exceptionally large since they had to be carried by pack animal up the mountain.

**5. The Signal Platform.** Measuring 20′ in diameter, the platform has a thick, 5′ -high wall all around. The wooden floor is constructed at a very slight slope, with its high point in the center so rainfall runs to the outer wall through the small drainage holes there. The metal ladder opening has a 4″ lip on which the trap door rests, to prevent rain from draining to the floors below. The opening itself can be covered with a canopy to keep out direct rainfall when the door is open.

The center of the floor is occupied by the tarp-covered signal mirror, set on a platform so it rests above the wall. The mirror is 2′ in diameter, firmly mounted to a strong metal frame with a handle attached so the mirror can be swiveled and aimed. The mirror light is powerful enough in full sunlight to temporarily blind opponents out to a range of 120′ from the tower for 1-4 rounds (-4 "to hit" and on saving throws). A number of screws, wheels, and sighting implements make the mirror a complicated-looking thing, and only trained signal people know how to use it. On the southwest wall are some empty barrels used as seats, and on the east wall is a 15′ -tall lightning-rod flagpole firmly stuck into the stone.

The visibility from the tower top is about a quarter mile at present (1320′). Anyone serving as a lookout here can be surprised on a roll of 1-4 by anyone walking around the tower base (if that person is moving as quietly as possible and taking advantage of local cover).

## Major NPCs

The following major NPCs have no set location where they may be found in or around the Eddistone Point tower. The DM should read over these descriptions carefully and decide where these NPCs would most likely be when the party arrives, depending upon the time of arrival. The most likely areas for them to be found are areas 3-5, particularly the tower top.

Usually, five keepers are at the tower: three druids and two apprentices. At this time of year, the two higher-level druids are away at the midsummer festival to the south. Now manning the tower is the druid Cullivan (AC 10; MV 12"; D2; hp 7; #AT 1; currently unarmed; AL N; S 13, I 14, W 14, D 10, C 11, Ch 15; skilled with dagger, club; *predict weather; purify water, cure light wounds* (the bandits do not permit him to pray for other spells)). He plans to pick up a knife from the kitchen or use a poker from a fireplace as a club if necessary. Cullivan is allowed to move freely so he can help translate signal messages once the fog lifts, as well as get rid of intruders (pretending that all is well) and act as a servant for the bandits. Cullivan won't flee, as this would mean the deaths of Alf and Clyde, but he is still watched closely. He doesn't know why the bandits are here.

The bandit leader is a hard-bitten half-orc fighter named Scalf (AC 4; MV 9″; F4; hp 34; #AT 1; Dmg by weapon type; S 16, I 13, W 10, D 14, C 15, Ch 10; AL CE; chain mail and shield, bastard sword, mace, heavy crossbow, dagger). With his 60′ infravision, Scalf has normal chances of spotting anyone near the tower base at night (even in the fog) if serving as a lookout. He has been well paid for this venture of capturing the tower, but there is a 25% chance he will take a bribe, provided enough money is offered as a flat fee up front. He is of a suspicious nature, though; if the bribe is too large (over 1,000 gp), he figures the party is trying to trick him. Scalf has six 50 gp gems sewn into the cloth garment worn under his armor and carries 45 gp in a belt pouch. Scalf attempts to kill all elves on sight.

Ungerd is Scalf's second-in-command, a very large half-orc fighter (AC 2; MV 12"; F2; hp 20; #AT 1; Dmg by weapon type; S 17, I 7, W 7, D 13, C 15, Ch 5; AL CE; chain mail; *ring of protection* +3 stolen from Delea the White, short sword, long bow, four throwing daggers). Ungerd is vicious, brutal, and unimaginative. He carries 27 gp and 42 sp in a belt pouch.

The last member of this group is a wizened little man, past middle age, named Voro. If captured and questioned by the player characters, Voro begs for sanctuary from them, telling how he was captured by the half-orcs as he was cutting wood in the mountains and forced to be their servant. Half crazed with fear, he wants only to be set free.

As far as the party can tell, he is speaking the truth, for he *is* very frightened, but deeper examination brings out the whole story. *Know alignment, detect lie, detect evil, dispel magic, dispel illusion,* and like spells may work here. There is also a 5% chance that any member of the party may note that though he appears poor, filthy, and ragged, Voro does not *smell* it.

In actuality, the little man is a young female illusionist named Voronia da Cancri, in her old-man "Voro" disguise (AC 9; MV 12"; 15; hp 14; #At 1; Dmg by weapon type; +1; S 10, I 16, W 12, D 16, C 12, Ch 15; AL LE; *dagger +2; change self, phantasmal force, darkness, detect illusion, invisibility, hypnotic pattern, rope trick).* Voronia carries another six doses of the nonmagical sleeping potion that she forced Delea to take, each dose granting 12 hours of sleep (if a save vs. poison is Failed). She also has her own and Delea's magic tomes. Delea's tome contains a spell scroll with *wizard mark* stuck in the middle of the pages, and Voronia's contains *read illusionist magic* and the cantrips *haze, mask,* and *noise* in addition to those spells she has ready.

Voronia hired the half-orcs and their mercenary friends to capture the tower. Voronia herself was hired by a merchant family in Untala (the city from which Delea started) to intercept a series of coded messages from Untala to Strafferburg, detailing current gold prices and financial news. After intercepting this information, Voronia is to have an altered message sent to Strafferburg which will subtly favor return business for the Untala family over all other merchant houses. Nothing has been put to paper regarding this plan due to the inherent dangers of being caught at it, but Voronia might spill the truth to save her life. The fog spoiled her plans.

If the tower is retaken by the party, Voronia tries to escape by any means possible. If necessary, she betrays her hired men or tricks them in order to escape. Voronia casts *change self* to appear as "Voro" should the opportunity appear. She usually wears a dark brown cloak with a hood and some plain traveling clothes, so if seen with her back to the viewer it would be hard to determine her identity, let alone her gender. Delea's white crow does not like Voronia and squawks rudely at her, whether Voronia is in disguise or not (it has seen her change into "Voro").

As her plans stand at present, Voronia means to have Cullivan perform the actual message interception and transmission. When he is finished, he and the others in the tower are to be slain, save for Delea and Shaador (who can be ransomed from Four Trails by the half-orcs at a later date). Voronia knows

enough signal code now to detect any distress-call messages Cullivan might send, and he is aware of this. He also suspects that he and his helpers will be disposed of before long.

### Additional Notes

If the captives are rescued or if *ESP* is employed, the player characters learn that Delea's party was surprised at night on the mountain road by Voronia's mercenaries. Using her *phantasmal force* spell, Voronia killed two of the men herself by conjuring the illusion of a hoard of demons falling upon them. In the confusion that followed, the other fighters were cut down quickly. Delea, Haril, and Shaador were captured, the dead stripped of their weapons and armor, and the pack animals taken. Delea used her spells up defending the party, and (since Voronia took away her spell book) she has been unable to renew them.

The attackers tied up their captives and, disguised as Delea's party, tricked their way into the tower. Unfortunately, Haril the dwarf had a big mouth and a strong hatred of orcs and half-orcs; after one insult too many, he was beaten and shoved down the stable drainage hole. After this, Delea got her crow (which had escaped the attack by hiding) to carry a message away from the tower, for which she was promptly drugged by Voronia.

For the duration of the adventure, the fog remains around the mountain top (unless it suits the DM's purpose to do otherwise). The fog is a natural phenomenon and not magical in nature.

Voronia's half-orc and human mercenaries fight fiercely, but if the odds go against them they either surrender or attempt to make a deal; after all, they are business men, and they cannot do business if they get killed. If they surrender or allow themselves to be bribed, Voronia tries to escape, leaving the men to their fate. She has told them nothing concerning her reasons for capturing the tower, so they cannot answer. any such questions put to them about her plans. The DM may wish to continue the adventure into the wilderness as the party pursues Voronia. One good reason to capture her can be put forward by Delea: Voronia has stolen her magic tome, and Delea offers a reward for its return. The chase is on — but only if "Voro" escapes!

# GRAKHIRT'S LAIR

BY JOHN NEPHEW

The war is over—but there's one battle left

*Readers of DRAGON® Magazine will remember John Nephew's creative revision of the pernicon in issue #108. He makes his first appearance here with an adventure involving the last stand of the remnants of a norker army. A resident of Duluth, Minnesota John has another module fated to appear in our pages in the future.*

*Grakhirt's Lair* is an AD&D® adventure designed for 4-8 characters of 1st-3rd level. At least one strong fighter (above 1st level) should be in the party to increase survival chances in difficult combat encounters. A balance of basic character classes (fighter, magic-user, cleric, thief) is helpful for success.

*[Note that the reference to the alignment of flinds in the FIEND FOLIO™ Tome has been altered. The flinds encountered here are chaotic evil, as are their gnoll cousins. – Editor]*

## Adventure Background

In its scant fifteen years of existence, the town of Nolivari has had many hardships and trials, but it has always managed to pull through. It had to be carved out of a wilderness untamed by mankind for a thousand years (or so says *The Book of Dalayle,* a local chronicle), struggle for independence from the city-state of Ivirwylliw (far to the west), and mourn the loss of its leader, the one to have been its first prince. Even so, Nolivari has been prosperous; growing on the abundance of raw materials on the edge of the wilderness.

Recently, the town suffered repeated raids of norkers from the foothills of a great mountain range to the south. The raids continued over a period of eight weeks, at which point the druidess Aldrelle came from her hermitage to warn the prince of a great host of the humanoids coming to surprise and burn the town. Prince Corin assembled his small group of men-at-arms and militia and fortified the town as best he could, utilizing all materials available. Empty crates were filled with rocks and set up as makeshift walls. Hunting bows were brought out, old swords retrieved from attics, and hatchets, meat-cleavers, and pitchforks were sharpened for use.

The "great host" of norkers did arrive, 150 strong. Though great generals may sneer at such a small force, it was almost three times the number of trained warriors in the town. The battle

was desperate as the town's common folk valiantly fought for their homes and lives. The humanoids were driven back at a terrible price; nearly 250 defenders lay wounded or dead, a great loss for a population of little more than 1,000 people. No one in the town avoided loss of family, friends, or property.

But Nolivari had weathered the attack. According to local trappers and rangers, there should be no more than 50 norkers alive within 30 miles. What perplexes everyone is how the norkers, chaotic creatures by nature, could have been organized for battle on such a scale.

The druidess Aldrelle, who reappeared after the battle, had some new information. There have been rumors among other humanoid tribes that the norkers had a powerful leader named Grakhirt. Little is known about him except the unquestioning loyalty the norkers gave him; no other beings have even seen him. Before the battle, the norkers were organized at the lair of the tribe whose chieftain is named Hragtam; perhaps this Grakhirt resides there. The ambition and charisma of this person are apparent. If he could discipline the disorganized norkers like this, what could be done with the lawfully aligned humanoid races such as the goblins and hobgoblins? To prevent future invasions of Nolivari, Grakhirt must be eliminated.

This much the characters have learned since they arrived in town, one day after the great battle. Prince Corin has posted announcements asking for adventurers willing to capture or slay Grakhirt. A reward of 250 gp is offered to each member of such a party — not a very great sum, but Nolivari is not a very rich town (especially now). Prince Corin warns that Hragtam was not killed in the battle, and there are likely to be a fair number of norkers alive in the lair.

### For the Dungeon Master

The following information may be uncovered by the player characters once they reach Grakhirt's chambers in this adventure, or by using *charm person, ESP,* or similar questioning upon Grakhirt, if captured. Certain other spells, such as *legend lore* or *commune,* may provide fragmentary information that eventually produces the whole story.

Half a century ago, a stranger came to the city of Ivirwylliw. He was the illusionist Arham, exiled from his native. city in the far south. Powerful, cunning, and cruel, the wicked illusionist became associated with the city's notorious Assassin's Guild.

Though unable to gain an official position in the Guild hierarchy because of his class, and unable to become an assassin due to physical weakness, Arham achieved influence through deceit, threats, manipulation, and magic, and he prospered in his evil ways. Any man who opposed his plans, regardless of rank, would more often than not be found stabbed, poisoned, or inexplicably dead — with an expression of supernatural terror on his face. In time, even the Guildmaster dared not oppose Arham for fear of arcane or mundane retaliation, especially after the illusionist married the Guildmaster's daughter and she gave birth to a son. The child was named Grakhirt.

Arham had his son trained by the Guild in the skills of stealth and murder, and by himself in illusion. Grakhirt was intended to assume his father's power and influence, perhaps even with an official position — as Guildmaster — but this scheme never had the chance to be carried through. When the old Guildmaster died, the new one brought great enmity towards the illusionist and his offspring. After several failed murder attempts and the loss of some of the Guild's most talented assassins, Arham was slain while studying his spells.

Little thought was given to the 19-year-old son of Arham as the Ivirwylliw Assassins's Guild licked its wounds; indeed, the assassin/illusionist was not seen in Ivirwylliw after the slaying of his father. The few who noted his absence assumed that he had fled forever, and Arham's missing journals and spellbooks were thought to have been taken by opportunistic thieves.

In truth, young Grakhirt had fled southeast to one of his father's wilderness sanctuaries, a small group of caves near Nolivari that served as the lair of a tribe of norkers. Grakhirt withdrew here to meditate for a time and familiarize himself with his deceased father's abode, books, and magical devices. . . . and to plot vengeance.

Grakhirt dreamed of raising humanoid armies who would rise up at his calling and follow him in conquest across the lands. He would honor his father by being even greater and more terrible than had been planned. The norkers, manipulated by the clever Grakhirt (with help from his illusions and from pliable tribal authorities eager for territorial dominance), were organized for a military campaign. Raids were organized on farms to raise provisions and build morale. Then the great attack on Nolivari was set into motion, to attract the attention and support of other humanoid groups in the region which sought to halt human civilization's conquest of the wilderness. Such a movement in the wild lands could hardly go unnoticed. The druidess Aldrelle, informed by her friends in nature, warned Prince Corin. Anticipated and prepared for, the attack met with defeat.

Defeat at Nolivari may well have been the fatal step in Grakhirt's career. He has withdrawn to his lair to fume and plan his next move. It is the task of the player characters to stop him from making any more such plans, though his capture or elimination and the destruction of the norkers.

### Town Personalities

Below are detailed some major non-player characters of Nolivari and its vicinity. Their personalities and statistics are presented for use in player-character interactions as well as for ongoing campaign use.

Prince Corin is the ruler of Nolivari (AC 2; MV 12"; P7; hp 47; #AT 3/2; Dmg by weapon type; S 12, I 10, W 17, D 14, C 10, Ch 17; AL LG; *long sword of sharpness, chain mail +3).* He is wise, compassionate, cautious, kind, and respected by everyone in town. He will not seek out the norker lair himself for a couple of reasons. At age 62, he thinks himself too old to fight and realizes what bad shape the town would be in if he did not return (he has no heir). Above all, he desires to rebuild the town physically and psychologically.

**Princess Teliva** is Corin's wife (AC 10; MV 12"; 0-level human; hp 3; #AT 1; Dmg by weapon type; S 9, I 15, W 13, D 6, C 8, Ch 14; AL LG; *amulet of life protection, dagger +1).* She has an intelligence superior to that of her husband, but sometimes lacks his caution and common sense. Many times her cleverness has aided the town. Though she and Corin have no children and she is

beyond childbearing age, she is loved and respected by the townsfolk as much as her husband.

**Aldrelle the Druidess** (AC 4; MV 24"; D12; hp 65; #AT 1; Dmg by weapon type; S 12, I 13, W 16, D 12, C 10, Ch 17; AL N; *bracers of defense (AC 4), spear* +2, *hammer* +2, *boots of speed,* numerous potions and scrolls) is a powerful figure in the locale, but a solitary one. She lives to the southwest, in a hermitage deep in a forest, with three Initiates of the First Circle (3rd-level druids) named Aldrin, Vellic, and Maraz. Little is known about her motives, and she only comes out in public to warn of great danger In reality, she is not very concerned with the problems of other humans — but she prefers not to have humanoids ravaging the area and harming the things with which she *is* concerned. Though well-armed, she hates to fight and has no desire to kill anything, even norkers, especially if someone else is able to do it. If the DM considers the party to be too weak, Aldrelle may permit one of her three Initiates to aid the party in this adventure. The Initiate should be fleshed out by the DM as desired, but he or she uses no magical weapons and remains silent much of the time.

## The Wilderness

If this adventure is used in an ongoing campaign, the DM may fit it in wherever it fits best on his maps, altering the names of places and people as necessary. Otherwise, a map showing the route to Grakhirt's lair is not an absolute requirement; one may be generated quickly and easily if desired.

When the characters are equipped and ready to go, they proceed south along the trail obviously traveled by the norkers (the food scraps and tracks are telltale signs). The lair is known to be 22 miles south of Nolivari, and the trip can be made one day (assuming normal rest breaks are made) over normal terrain (see the DMG, page 58). Heavily equipped parties may require two days. Wandering monsters are checked for twice each day (morning and evening) and once at night (at midnight); an encounter occurs on a roll of 1 on d10. Roll d8 to determine what was encountered, using the following section:

**1: Bandits (** # 2-5; AC 7 or 8; MV 12 "; 0-level humans; 1-6hp; hp 4 each; #AT 1; Dmg by weapon type; AL NE). Two of these bandits have leather armor, shields, and swords'; the others (if any) have leather armor, short bows, and daggers. If at all possible these men will ambush the party.

**2. Centipedes, huge** (# 2-20; AC 9; MV 21"; HD¼; hp 1; #AT 1; Dmg nil; SA save vs. poison +4 or take 4-16 hp damage; makes saving throws at -2; AL N)

**3: Flinds (#** 3-6; AC 5; MV 12"; HD 2 + 3; hp 12 each; #AT 1 or 2; Dmg 1-6 or 1-4/1-4; SA + 1 "to hit," 25% have flindbar which has two attacks per round,, does 1-4 hp damage; and the person struck must save vs. "wands or be disarmed; AL CE). This group of flinds is hunting norkers, particularly those wounded in the battle. The flinds have fought the local norkers for years, but hate humans with equal passion.

**4. Leprechaun** (#1; AC 8; MV 15"; HD (1-1); 4 hp; #AT, 0; Dmg 0; SA become *invisible, polyhtorph non-living objects, create illusions,* and *ventriloquism,* all at will, and 75% *pick packets;* AL N). This mischievous little being, Larran by name, is looking for opportunities to play jokes, steal, and generally be a nuisance. He has already bothered a couple of groups of flinds, but they aren't as much fun — or as wealthy — as a group of adventurers. Larran has a fair amount of treasure hidden in a hollow tree nearby: 219 cp, 148 gp, four base 10 gp gems (moss agates), and two *Quaal's feather tokens (bird* and *tree).*

**5. Minimals, cave bear** (# 1-4; AC 8; MV 8"; HD 2 + 2; hp 11 each; #AT 3; Dmg 1-2/1-2/1-3; SA hug for 2-5 hp damage; surprise on 1-3; SD save as 7 HD vs. poison and death magic, + 2 save vs. spells; AL N)

**6. Norkers** (# 1-6; AC 3; MV 9"; HD 1 + 2; hp 6 each; #AT 2; Dmg 1-3/1-6; AL CE) These are stragglers from the battle who managed to get away, but are still homeless and lost in the wilderness. Being very desperate, they attack anyone or anything they encounter. Each has a pouch with 1-6 sp, 1-4 ep, and a few miscellaneous and virtually worthless items.

**7. Spiders huge (#** 1-4; AC 6; MV 18"; HD 2 + 2; hp 9 each; #AT 1; Dmg 1-6; SA surprise on 1 -5 (d6), poison (save at +1 or die'); leap 30'; AL N)

**8. Wolf, dire** (# 1-2; AC 6; MV 18"; HD 3 + 3; hp 17 each; #AT 1; Dmg 2-8;

AL N). These avoid well-armed groups, preferring to pick off lone stragglers. The eating has been good because of the number of wounded norkers who fled the battle, so the wolves won't put themselves out to attack healthy, dangerous characters.

### Starting the Adventure

When the party reaches the lair, read the boxed section below to the players.

> Your party has followed the norkers' trail all the way to its source — a small opening about 4' high in a rocky hill. The area you are in is dominated by the foothills of a great mountain range visible in the distance to the south. To the west is a dense forest in which Aldrelle is rumored to live.
>
> Near the cave mouth is a pond, fed by a small stream that trickles down from the mountains. Next to the pond is a charred, dead tree with axe marks upon its trunk. Though there are a few scrubby bushes, the landscape is mainly clothed with short, sun-baked grass that is dead virtually everywhere except by the stream.
>
> Seeing the rocky path and many limestone outcroppings on the hills, it would seem that caves beneath the entrance occur here naturally or could easily be hewn from the rock, which has at most only a thin layer of soil atop it.

**Two norkers** (AC 3; MV 9"; HD 1 + 2; hp 6,7; #AT 2; Dmg 1-3/1-6; AL CE) are posted as guards on the hill, directly over the entrance. They are only surprised on a roll of 1 on a d12. When the party comes within 200 yards of the cave mouth, the norkers hide and move to get behind the party as the characters enter the cave. If such happens, the party is surprised on a roll of 1-3 on d6. If the party inspects the whole hillside before entering, it has the normal chances of being surprised.

On the bottom of the pond is the skeleton of an elf whose party stumbled upon the cave at a time when there was a full lair of norkers around. Most of the adventurers got away, but the elf fell into the pond after receiving his death blow. The norkers never bothered to search for the body, so there it lies with its treasure: 3 gp, 7 tarnished sp, and a platinum brooch worth 45 gp. Because of the rotting material in the stagnant pond, anyone who drinks the water must make checks for both contraction of disease and parasitic infestation, with a + 10% addition to each chance of occurrence. A parasitic infection occurs in the intestines; any disease is acute and gastro-intestinal in nature (DMG, page 13-14).

The cave goes forward into the hill about 3', descends a bit, and opens to a small room (5 ' x 6 ' ) with a wooden trap door in the floor. Going through the trap door and climbing down the ladder under it leads to room 1 after a 9' descent.

Unless otherwise stated, all norkers found within this lair share the following statistics: AC 3; MV 9"; HD 1 + 2; #AT 2; Dmg 1-3/1-6 (bite/club); AL CE. Hit points are offered for norkers encountered, as well as any variant information on special individuals. Following their defeat, the norkers here are very depressed and angry, and are brooding over their immediate future (as well as their leadership, whom they hold to blame for the disaster).

### Upper Level

The ceiling height for this entire level (carved out by norkers) is not greater than 5½', requiring taller characters to stoop and be less able to fight effectively, unless using thrusting or stabbing weapons such as short spears, daggers, and short swords. Any character between 5½-6' in height has a -1 "to hit" on all attacks, save for those made with thrusting and stabbing weapons. Characters taller than 6 ' have a -2 "to hit" penalty on all attacks of any kind and cannot use medium or large shields effectively (no armor class reduction for their use). All dwarves gnomes, and halflings are completely unaffected by the ceiling height with regards to attacks they make, though they must use weapons appropriate to their size, of course.

**1. Entrance Room.** The ladder goes down to this room. Though the room is empty of traps and creatures, there are signs that it recently held many beings. Discarded food scraps, an occasional trail of blood, a couple of broken weapons, and some discarded, bloodied bandages are scattered about. The door to the south was crudely made and has rusty hinges, so an *open doors* attempt is at one less in six chance to succeed (e.g., someone who opens doors on a 1-3 must now roll a 1-2 to succeed).

**2. Guard Alcoves.** Each alcove is occupied by a norker. The two guards (hp 8,7) both bear minor wounds from the battle against Nolivari (each being down 1 hp). They attack all intruders with ferocity, especially humans, but wait for the party to come up the passage so that they have a better chance of gaining surprise (1-3 on a d6). One wears an unadorned rusty iron medallion (worthless) around his neck on a slightly tarnished silver chain (10 sp value).

**3. Drunken Guard.** Slumped against the wall of this alcove is a highly inebriated norker, unconscious (hp 5). He could easily be dispatched, and it takes quite a bit of stimulus to wake him. He has no items of value on his person. Lying beside him is an emptied wine amphora. As much of its contents are on the floor as are in the norker.

**4. Solitary Cell.** This cell is particularly damp, having a trickle of water coming in from its ceiling. Its occupant is a weak and starving half-elf (AC 10; MV 12 "; T2; hp 2 (normally 9); #AT 0 (weakened and unarmed); AL NG). He is quite helpless at the present and would be very grateful to the party if rescued, but he cannot help the party in their ventures here because of his weakness. He asks for food so he can survive and get to Nolivari. Nothing else of interest is here.

**5. Large Cell.** Chained to the limestone wall here are five prisoners. This is where the majority of the prisoners of Grakhirt and the norkers are put. Conditions are terrible, to say the least, and the prisoners have been ignored since the battle with Nolivari.

Not counting a starved and dead goblin, and the bones of an old dwarven prisoner, three prisoners remain:

1. A merchant whose entire caravan was ambushed and destroyed by the norkers (AC 10; MV 12"; 0-level human; hp 2; #AT 1; Dmg by weapon type (unarmed); AL N). The norkers now hold him here for a ransom that can never come, since he has nothing of value left in the world. If rescued, he has no way of paying the party back in

valuables or gold. This man is very depressed, feeling that he has nothing to live for — though killing a few norkers would appeal to him.

2. A flind that has been tortured for the entertainment of the chieftain and tribe (AC 10; MV 12 "; HD 2 + 3; hp 1 (normally 9); #AT 1; Dmg by weapon type (unarmed); AL CE). He won't survive long without care. If a party nurses him back to health and treats him well, he voices his thanks but takes advantage of any chance to get away. He has no true sense of gratitude to the characters. The flind has neither weapons nor armor.

3. A huge, battle-scarred norker named Kargh (hp 10; #AT 1 or 2 if armed; Dmg 1-3/by weapon type if armed). Kargh was recently imprisoned after protesting to the norker chieftain, Hragtam, about the tribe's domination by Grakhirt. If released by the party and questioned, he tells them as much and offers to help them slay Hragtam. He will also show them the way to the lower level. He speaks a smattering of Common as well as Norker and Hobgoblin.

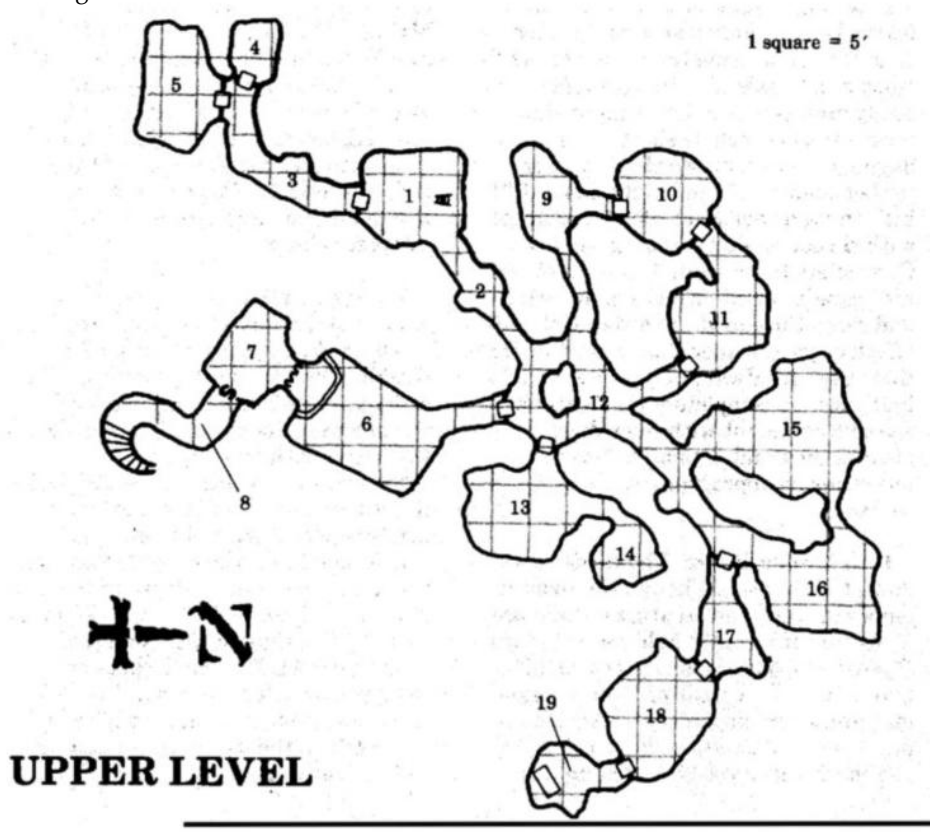
Not one of the prisoners has any item of value. Other than their chains, there is nothing else in the room.

**6. Feast Hall.** (The door to this room is oiled and much used, so an *open doors* roll is unnecessary.) This room is used for meals and celebrations, as well as torturing of prisoners — an activity that these norkers consider an art. It was last used for a meal, so the four tables and crude stools are set out rather than piled haphazardly along the walls. Upon the roughly-hewn dais is a large, intricately carved, thronelike chair (obviously not of norker craftsmanship). If somehow transported out and sold, the bulky, 750-lb. chair could command as much as 2,000 gp on the open market. Behind the chair is a curtain of cheap red cloth dividing this room from the next.

Seated on the chair is a massive norker: Hragtam, the chieftain of the tribe (HD 3 + 2; hp 19; #AT 2; Dmg 1-3/by weapon type; STR 17). He has a broad sword, in a sheath slung over his shoulder, which he wields with two hands in combat. He is, at the time that the party enters, in a heated argument with his two bodyguards, each of which carries a footman's mace (hp 9,9; #AT 2; Dmg 1-3/by weapon type). The topic is the "traitor" Kargh (prisoner #3 in room 5). If Kargh is in the party, he charges forward and engages Hragtam in melee. The guards do not attack Kargh (they openly sympathize with him), but they will attack the party members and Hragtam. Kargh and the bodyguards won't fight each other, even if it means that Kargh has to turn on the party — which happens if the chieftain is slain before the guards are, and Kargh is alive. If the party incidentally kills the guards in the battle, Kargh still shows them the secret door in room 7 (his hatred of Grakhirt is very strong).

Each guard wears, as a symbol of his position, a jasper bracelet (red with green veins) worth 55 gp. The chieftain wears a gold ring set with a small, deep red spinel worth 92 gp. The ring is not magical.

Hragtam also has an item of value strung around his neck: a small, finely crafted, silver statuette of an Amazon warrior. Unfortunately, the norkers drilled a hole through its neck so that it could be strung on a copper wire and worn by their chieftain. As a result, it is only worth 155 gp; if the hole is somehow fixed, it could be brought all the way up to a 255 gp value.




**7. Treasure Room.** As well as being used for the storage of most of the tribe's treasure, this room is the sleeping quarters of the chieftain Hragtam. He has a crude bed, stolen from a human cottage some years ago, that is slightly rotted and has no mattress, but is instead filled with moldy, dirty straw.

Beneath the bed is an iron-banded oak chest. The chest is locked and has a poison needle (save vs. poison or slip into a coma for 2-20 days; a *cure disease* or *heal* brings a character out of the coma, but the comatose state is 50% likely to be mistaken for death by everyone present). The chest contains much of the tribal treasure: 430 cp, 2,439 sp, 1,054 gp, 25 pp, three gold earrings set with small pearls (each worth 160 gp total), a magic-user scroll with the spells *unseen servant, polymorph other,* and *magic mouth* within a jade map case (value: 435 gp), and a rusty flindbar taken in a raid a few years ago.

There are some other items of potential interest to the party scattered about the room. On the southwest wall are hung a variety of weapons: a composite long bow with a broken string, a short sword with a rusty hilt and notched

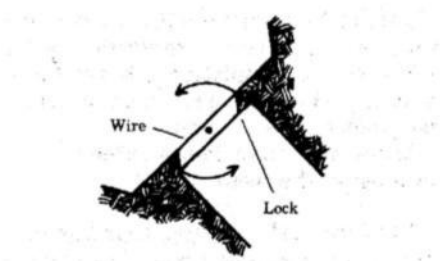
blade, three 5′ spears with bronze heads in good condition, and a quiver of 20 arrows (four of which are silver-tipped). On the north wall, near the foot of the bed, is a 5′ spear which holds on its tip a mummified, severed flind head (a war trophy of Hragtam's). On the southeast wall, just north of the secret door, is a large, human-made shield with a beautifully painted coat-of-arms (three gold, rampant lions on a violet field). Though the front looks excellent, the shield is corroded on the back and effectively useless for battle purposes.

If Kargh (prisoner #3, room 5) is alive and allied with the party, he shows them the secret door on the southeastern wall before he leaves. Under no circumstances does he willingly enter the lower level. Kargh then leaves the lair; he can see that there is little or no hope for the tribe, and he seeks his fortune elsewhere — for the cause of evil, of course.

The secret door looks simply like two vertical cracks in the stone, with a small, thick wire protruding from the wall by the southernmost crack. In actuality, there are also cracks at the top and bottom of the wall (where they are virtually invisible against intersections of floor and ceiling with the wall), and the cracks go all the way through the wall, making the door a separate stone. The middle of the stone is drilled out and there is an iron cylinder there, set in the ceiling and floor, allowing the door to rotate. Thus, as shown on the secret door diagram, pushing on the secret door near its southernmost part (while pulling the wire, releasing the lock) allows entrance to the passage beyond. There is a slight incline to this room, and even more of one on the wall, towards the west; the door is also thicker and heavier on its southern part. This causes the door to fall shut by gravity. Someone must hold the door open while the party passes through, and it pulls itself shut once released unless blocked or spiked open. A minimum strength of 9 is required to push the door open from room 7.

However, the stone door has a lock on the side facing area 8, preventing anyone from passing back through the door from the lower level without the key (which Grakhirt possesses). The only way to open the door from area 8, besides slamming one's body against it (chance of success equal to *bend bars/lift gates* roll) or using a *knock* spell, is to use Grakhirt's key. The thieves' *open locks* ability won't work because the catch is too heavy.

**SECRET DOOR DIAGRAM**
**Upper level, room 7**




**8. Wet Corridor.** This area of the complex is particularly damp. The slow trickle of water from above makes the wall glisten almost as if it is sweating, as well as causing rippled lime deposits on the walls. Because of the slipperiness from the water, any characters running along the passage or stairs must save vs. dexterity every 10′ (roll dexterity or less on d20 to be successful) or fall, taking 1-6 hp damage if falling down the stairs to the next level, 30′ below.

**9. Armory.** This cave is used by the norkers for the storage of weapons. Guarding the room is a single norker (hp 8; #AT 1 or 2; Dmg by weapon type (sling) or 1-3/by weapon type (club)). He normally carries a club and sling for weapons, using the sling for fighting intruders coming along the corridor and the club in melee combat. On each wrist he wears a leather band 4½" wide, each set with 16 silver studs and worth 19 sp.

Stored in the room are five javelins, two light crossbows, a broken crate with 94 normal arrows (of which 63 are in usable condition), 12 clubs of the sort normally used by norkers, two hammers, a single short sword with a rusty blade,, an unopened crate with 120 rotting light quarrels (8 are still usable), three horsemen's flails, and three short bows without bowstrings.

There is also a human-sized suit of plate mail (a war trophy) that, though outwardly seeming to be of excellent quality, is corroded on the inside and rusted together. It would cost 150 gp to hire a smith to put the armor back into usable condition. At the DM's discretion, a character with the secondary skill of armorer may be able to repair the suit himself, if given the proper tools and facilities.

**10. Food Storage.** The first thing one notices upon entering this room is that it is unusually chilly, especially close to the crates stacked on the west side of the room. The crates contain enough standard rations to supply a single person for 40 weeks, though the food tastes awful (but the norkers like it). Although there is another food storage chamber (room 13) on this level, this one is used to store perishable items because of its "cooling system" — a small patch of brown mold on the west wall (AC 9; MV 0 "; HD nil; #AT 0; SA freezing for 4-32 hp damage if being approaches within 5′; AL N). The crates are situated such that the norkers can put them in and take them out unharmed by the mold.

Beneath a section of the mold on the floor is the frozen body of a careless norker. It has at its side a small pouch with 3 pp, 1 gp, 14 sp, and 5 agates (value of 10 gp each).

**11. Subchief's Chamber.** This is the private room of the sub-chief, Krekal, third in command of the tribe. While the chief plans attacks and is in charge of just about everything in general, the sub-chief holds the real power in the lair: he has the keys to the secondary food storage (room 13) and the wine cellar (room 14), as well as the friendship and trust of many of the warriors. There has long been a power struggle — sometimes open and physical — between Krekal and Hragtam, the chief, but the witch doctor, has managed to keep them in an uneasy truce. The defeat at Nolivari has worsened the relationship.

Krekal, always wary for treachery from Hragtam, has a warrior norker posted at each door to his room 24 hours a day: The two guards (hp 8,8; #AT 1 or 2; Dmg by weapon type (hurled) or 1-3/ by weapon type) carry two hand axes each for duty at this post. They raise the alarm throughout the lair (calling to other guards, leaders, and regular norkers) if any non-norkers appear or if anyone tries to enter by force. The sub-chief is informed if there is any matter of importance to the tribe. Each guard has a pouch with 1-6 pp and 2-8 gp.

When the party enters, the sub-chief is sleeping. He is off his bed and ready to fight one round after the guard calls

out, though he loses the initiative if immediately engaged in melee. The sub-chief (AC 2; HD 2 + 3; hp 15; #AT 1 or 2; Dmg by weapon type (hurled) or 1-3/by weapon type; STR 17, DEX 15) is quite strong and agile (-1 to AC), and he wields a footman's mace. He also has a throwing axe at his side, which he uses if an opportunity presents itself. On his left arm he wears an ivory band (worth 15 gp), and he wears a gold neck torc with a zircon gem on each end (worth 114 gp total). Hanging from his belt are two small pouches. One is full of poison ivy leaves, and the other has 7 pp, 3 gp, 5 ep, five garlic buds, a blue quartz (10 gp value), two human molars, a dart, and a 2" splinter of obsidian (3 gp value).

The sub-chiefs crude bed is by the south wall, consisting of a wooden frame supporting several boards, upon which is a matted-down pile of straw. Lost in the straw is a small violet garnet (worth 250 gp); there is a 15% chance of finding it per turn of searching (roll separately for each person searching). Beneath the bed the sub-chief stores a small variety of weapons: a sling with 19 bullets, a horseman's flail, a club, a hand axe, and five darts.

Hung by nails on the north wall, just opposite the sub-chiefs bed, is a plush multicolored woven rug worth 160 gp. It is very bulky, though — about 1,000 gp encumbrance (6' x 12 ').

**12. Guard Post.** A guard stands at this point, placed on watch to report any intruders to the chief (room 6), the sub-chief (room 11), or the witch doctor (room 18) as the situation deems appropriate. Intruders have rarely come, and there is only one guard(hp 9). Furthermore, it is 50% likely that he is asleep when encountered, unless the party has made a lot of noise, in which case he raises an alarm in the lair. He carries 2 pp, 12 gp, 7 ep, a sling with 12 bullets, and a large (16 gp) rhodochrosite.

**13. Secondary Food Storage.** This room is locked, and the only key is in the possession of the sub-chief (room 11); the lock can be picked by a thief at normal probability.

Inside the room are many crates and barrels filled with preserved food, such as dried meat, iron rations, meat soaking in salt water in the barrels, etc. There is enough to keep the norker tribe going through the winter when food isn't as easily available on the surface.

One of the crates, separate from the rest and in the southwest niche of the room, has rotting contents and containers. Burrowing around in the rotting food are 14 rot grubs (AC 9; MV 1"; HD less than 1-1; hp 1 each; #AT 0; SA kill victim in 1-3 turns; AL N). Use common sense with regard any rot-grub attacks. While they certainly try to burrow into a hand probing the garbage, they cannot jump onto a passer-by.

There is nothing else of value or interest in the room.

**14. Wine Cellar.** Filled with barrels, jugs, amphoras, and casks, this room is used for the storage of alcoholic beverages. There are 50 pints of ale, 125 pints of beer, 15 pints of mead, and 42 pints of watered wine. Most of the room's contents were stolen from merchant caravans, hapless travelers, and an occasional farmhouse.

**15. Common Room.** Housed in this room are the surviving females, young, and elderly warriors of the tribe: four females (HD 1; hp 4 each; #AT 2; Dmg 1-3/by weapon type) armed with crude hammers, 10 young (AC 5; HD less than 1-1; hp 1; #AT 0), and three "retired" warriors (hp 5,4,3).

A large female, the chiefs mate, is also present (HD 1 + 2; hp 10; #AT 2; Dmg 1-3/1-6). She wears the following jewelry: two earrings (gold, set with "tiger eye" gems) worth 11 gp each, a fox-skin sash (dyed red) around her waist (value: 25 gp), a lapis lazuli bracelet on her left arm worth 21 gp, two gold bracelets with platinum inlays (worth 12 gp each) on her right arm, and a large pouch at her side. The pouch contains the following items: 3 pp, 5 gp, 15 sp, 35 cp, two small cat teeth, about an ounce of pepper in a rolled-up wad of leaves (1 gp value), a half dozen sling bullets, a red-brown spinel (100 gp value), and three marble-sized balls of hardened clay. She uses a club in battle and also has a sling for situations when missile fire is necessary.

Distributed among the others are 17 ep, 96 sp, 214 cp, and 1-10 banded agates. The floor is covered with many worthless animal pelts for comfort.

**16. Warriors' Room.** This room contains all the norker warriors left after the battle, besides those on guard. Many are wounded and not fully healed (only current hit points are given). Only eight warriors are present (hp 7,6 (x2), 5 (x3), 4,3), of whom five are awake and ready for combat. The others will be ready for combat by the second round of any fight.

On the persons of the warriors are the following items in total: 5 pp, 11 gp, 21 ep, 52 sp, 17 cp, three moonstones (valued at 55 gp each), two hematites (10 gp each), and a silver neck-chain (worn by the 7-hp norker) worth 3 gp.

**17. Witch Doctor's Guards.** In this room are two elite guards, those of the witch doctor. The norkers (AC 2; hp 10, 10; #AT 2; Dmg 1-3/by weapon type; each STR 16) use footmen's maces and carry small shields (hence the AC 2). They let *no one* into the witch doctor's room. These quarters are very spartan, and the norkers have no treasure.

**18. Witch Doctor's Room.** The witch doctor, Shum-Valka, is present when the party arrives (AC 3; MV 9"; HD equivalent to 2; hp 15; #AT 2; Dmg 1-3/1-6; MU2/C3 in effect). He will be ready to fight the party if he hears a battle with his guards in room 17. Shum-Valka has the magic-user spells *affect normal fires* and *push,* and the clerical spells *cure light wounds, protection from good,* and *resist fire.* Before the party enters the room, he casts *resist fire* and *protection from good* on himself, and uses other spells (especially *cure light wounds)* as needed. He also wears a *medallion of ESP* (30' range) that has made him one of the most powerful norkers in the tribe. The witch doctor is highly intelligent and should be cleverly played.

This room is rather messy and cluttered, filled with all sorts of things, useful and not, that Shum-Valka loves to fiddle with. His bed is by the west wall and is of rather good human make. Under the bed is a small open crate filled with seven blocks of wood, each cut with strange symbols and runes. The blocks have worn, smooth surfaces from the touch of fingers for over a century; they form the traditional "spellbook" of the witch doctor, having carved upon them the spells *affect normal fires* and *push,* as well as *ventriloquism, dancing lights, audible glamer, invisibility,* and *scare.* There is one spell on each block. A *read magic* deciphers the blocks for what they are, though one must also know the norker tongue.

They are worth up to 400 gp to interested magic-users or clerics in the area.

Covering the floor are, three rugs of predominantly gray and green designs (#1—gray-and-green checkered, threadbare, 5' x 12', worth 20 gp; #2—gray-and-black striped, thick and plush, 3' x 6') 14 gp value; #3 —solid green, thin and worn, 4½' x 9', 9 gp value). Despite different sizes, each rug has an encumbrance of 200 gp. Scattered on, under, and around the rugs are 23 pp, 20 gp, 2 ep, 64 sp, 44 cp, several goblin and orc teeth, some crumpled pieces of parchment with illegible scrawls, some broken feather pens, and any other useless small items that the DM can think of.

On the north wall are three shelves. The lowest shelf contains a variety of herbs and plants, both fresh and dry; though most are harmless or possibly useful, there is also some poison ivy and deadly nightshade. (For possible herbs, look in the *DMG's* Appendix J, pages 220-221, and include wolvesbane). The middle shelf contains 31 vials and flasks of various sizes with liquid contents of many colors and texture. Most are worthless (colored water, syrup, or sap), but some are of interest: two vials of *unholy water,* one of *holy water,* a *potion of sweet water,* two flasks with poison, and five of oil. Anyone who drinks the poison must save vs. poison or die in 1-4 rounds, with no prior warning symptoms save for a warm flushed feeling through one's skin. The highest shelf has writing materials: five sheets of good parchment, a blank 35-page vellum book, three unopened jars of ink, and an open jar of ink that has spilled over (and ruined) some papers with unintelligible writings.

In the center of the room is a bronze brazier (value: 10 gp) with a block of incense burning in it. Scattered around are 37 more incense blocks.

**19. Shrine of Maglubiyet.** This chamber is a shrine to the deity Maglubiyet (see the *Legends & Lore* book; he is worshipped by norkers as well as goblins and hobgoblins). Directly opposite the entrance is an altar on which monthly sacrifices (every new moon) are made of the hearts of creatures with souls. The altar is carved from limestone and rudely sculpted with the forms of fighting norkers. Leering over the altar as if studying the figures is a large, stone statue of Maglubiyet, with rubies as eyes. On either side of the altar is a dull gray iron brazier with smoking incense.

The ruby eyes on the statue can be removed with little difficulty. They are cursed, however; any being possessing one or both of them behaves as if in possession of a *cursed berserking sword* (see *DMG,* page 166). The *wish* or *exorcism* is needed to be rid of them only if the possessor has been affected by them, by carrying them into battle. If the gems are handled, the handler becomes uneasy and has a disturbing urge to become violent for any trivial reason. In the unlikely situation that the party attempts to sell the gems before again engaging in combat, they seem to have a 5,000 gp value; any NPC of semi- or better intelligence, when he touches them and experiences the uneasiness, automatically refuses to purchase them. In a superstitious area, word may get around and the PCs could find trouble or banishment for trying sell "devil stones."

There is a secret compartment in the back of the altar. It contains 32 sticks of incense (two of which are *incense of meditation)* and 110 pp.

## Lower Level

Most of this level has walls, ceilings, and floors glistening with condensation. The moisture drips down to form rivulets of water on the floors. Most of this level slants slightly towards cavern 20, allowing the rivulets to drain into the subterranean stream. This normally has no effect on characters (other than making thieves' *climb walls* skills virtually impossible: -70% chance of success), except at the fork in the passage out of room 20, wherein conditions are as those described in room 8 of the upper level.

The ceiling height on this level is 9', making all combat as normally performed.

**20. Underground Stream.** This stream travels off to a surface lake 17 miles away; anyone trying to swim this distance *must* be able to breathe underwater at will for hours on end, or else drowns within minutes of starting. Several white, blind fish flit about in the slow current.

Lying on the river bed is what appears to be a golden staff of supreme beauty, encrusted with gems and inlaid with platinum. In actuality, it is a *permanent illusion* hiding the corpse of a witch doctor who opposed Arham, Grakhirt's father (see area 27, tomb 7). There is nothing of value on the body.

**21. Garbage Room.** The walls of this damp room are covered with fungus (not monster-types), and the floor is strewn with assorted trash discarded by Grakhirt, Arham, and the norkers that inhabited this level before them. Living in the trash are five scum creepers (AC 8; MV 3"; HD 1; hp 5 each; #AT 1; Dmg Nil; SA attaches to victim and does 1 hp damage per round thereafter; AL N) who viciously defend their "hoard" against intruders. There is nothing of value (in human terms) in the room.

**22. Torture Chamber.** This currently unused room is strewn with an assortment of tools for inflicting pain upon captives. On the south wall is a rack, and next to it a large stone table with an assortment of huge whips draped over it. Three of the nine whips are real; the other six are actually the tentacles of a kampfult (AC 4; MV 3"; HD 2; hp 12; #AT 6; Dmg 1; SA surprise on 1-3; AL NE). The main body of the kampfult is hidden under the table, looking like an extra leg.

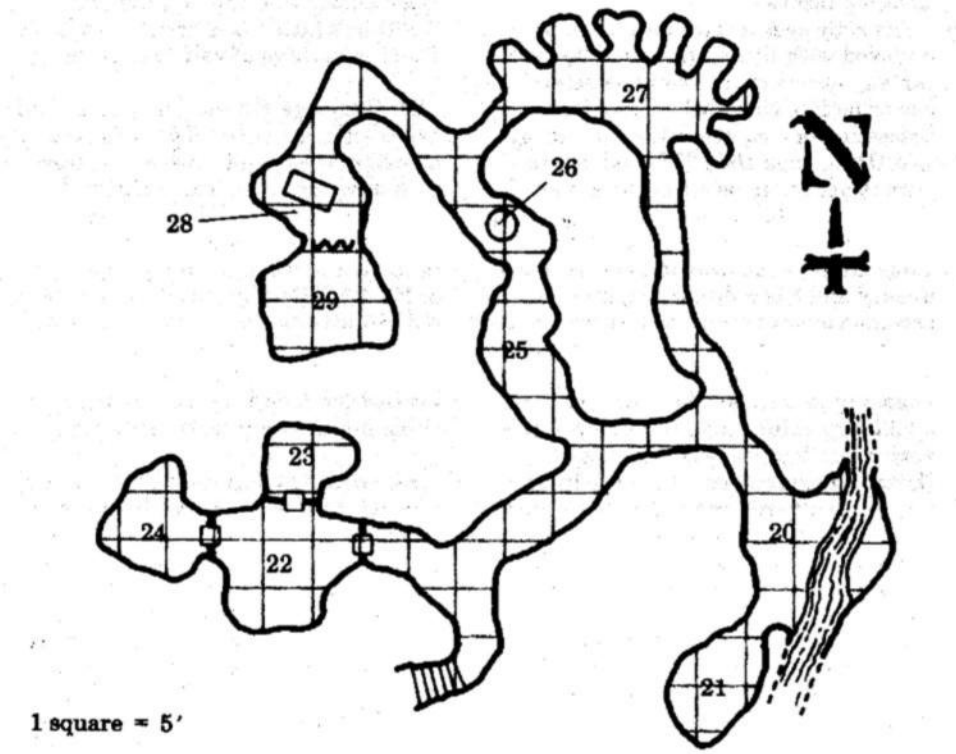
It was common custom for any treasure found on torture victims to be given to the chieftain. However, there is a secret compartment in the floor (the loose stone covering it is held down by a leg of the stone table) in which a dishonest torturer hid some loot for himself. It contains a pouch (holding 7 pp, 4 gp, a moonstone worth 50 gp, and a *ring of sustenance),* and a knife (gold-inlaid blade and pommel; worth 12 gp).

**23. Auxiliary Cell.** This room was used to hold prisoners for the torture chamber or if the upper-level cells were filled. A flind skeleton is chained to the wall, as it has been since Arham first took over the lower level. There is nothing of value here.

**24. Torturer's Room.** This chamber was the residence of the tribal information-gatherer and "entertainment specialist." The room has been abandoned since the lower-level takeover by Arham and now is empty.

**26. Enchanted Mud.** This chamber filled with mud, kept from drying by a

## LOWER LEVEL




leak in the magical fountain in room 22. Lying dormant in the muck are six mud-men (AC 10; MV 3"; HD 2; hp 9,8; #AT 1; Dmg nil; SA mud-throwing; SD magical weapons required to hit, immune to certain spells — see page 93 of the *Monster Manual II;* AL N). Know this monster well before refereeing the encounter. The mud-men get up one round after someone enters the mud and attack on the second. Clever characters should be able to get across alive, though they cannot directly destroy the monsters without magical weapons. When all other beings are out of the pool, the mud-men sink back below the surface.

Arham brought the mud-men here years ago, and Grakhirt sees no need to have them removed.

**26. Magical Fountain.** This room has smooth walls, and its only feature is a fountain in the middle. Water wells up from deep below, filling a rock outcropping that was carved into a circular tub. The enchanted waters overflow, and form a small stream into the chamber with the mud-men, room 21. The fountain has the magical power to act as a *crystal ball* if a drop of any sort of blood is placed in it and the desired location is concentrated on. From here, Grakhirt was able to watch the battle at Nolivari and has even seen the characters traveling through the dungeon. There is a flask of fish blood hanging from a rusty iron spike in the wall. The fountain is mildly evil, as it always attempts to portray scenes which incite trouble.The *crystal ball* power doesn't 'work outside of the tub, and the waters lose even their radiance of magic if taken more than 30' from it.

The fountain is on a natural spring, but the enchantments were placed by Arham. It took a great deal of work to make it, and it is a major reason that Grakhirt chose this as his hideout.

**27. Burial Chamber** This room was used by the norkers before Grakhirt came as the burial place for their witch doctors; Each of the seven niches in the walls contains a stone sarcophagus, and a norker witch doctor's body — often with a small bit of treasure. From left to right on the map, the contents are:

#1: The body is quite rotten, but on" the skull is a simple copper crown, worth 2 gp, and at its side is a rusty horseman's mace.

#2: All contents are little more than dust; if sifted through, 1-4 pp may be found.

#3: During the lifetime of this witch doctor, the process of embalming was learned from human merchants who thus profited from the purchase of the items necessary. The body is wrapped in strips of linen and mummified but is *not* undead. On its fingers are six rings of pure gold, each set with a different gem and worth 20 gp: the first, obsidian; the second, blue quartz; the third, eye agate; the fourth, azurite; the fifth, turquoise; and the last, hematite.

#4: In this sarcophagus is a witch doctor who was less than entirely devout in his service of Maglubiyet; his transgressions were not too serious, so he was only cursed to be a ghoul rather than be sentenced to eternal torture (AC 6; MV 9"; HD 2; hp 12; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation; AL CE). He has been promised a place in the armies of Maglubiyet in the afterlife if he performs a quota of evil acts. He has been somewhat inhibited, though, by the sarcophagus, in which he has been trapped for over half a century. Anyone coming within 10' of the sarcophagus can hear scratching, thumping, and howling noises within it.

#5: This body is poorly adorned and rotting; the only valuable item placed with it was a silver dagger (20 gp value).

#6: At first glance, this embalmed, mummified body would seem to be without treasure or valuables, but inside the norker's mouth is a tourmaline worth 100 gp.

#7: This sarcophagus is empty except for 'a couple of mildewy shrouds. It used to hold the body of the witch doctor who opposed Arham. Arham permitted the norker's ceremonial burial to gain the humanoids' good will (the norkers did not know that Arham killed him) before taking the entire lower level as his own. He then moved the body (see encounter #20) and disguised it under an illusion. Arham was perhaps overly vengeful at times.

There are sconces and torches on the walls, but none are lit. Inscribed on the lid of each of the sarcophagi is a short phrase, in Norker, such as "Gone to serve Maglubiyet" or "In the Land of Eternal War."

**28. Meeting Room.** This room is unadorned and unfurnished, save for a rectangular oak table and four chairs, one side with one and the other with three. Arham and Grakhirt would meet here with the norker leaders. There is nothing else in the room.

**29. Grakhirt's Inner Quarters.** Grakhirt himself lives in this room, which is comparatively well furnished. There is a nice feather bed, an oak desk, a book case, and a dresser with a large mirror.

Grakhirt is well prepared (AC 3; MV 12"; A2/I4; hp 11; #AT 1; Dmg by weapon or spell; SA assassination, spells, poison; SD spells; S 13, I 16, W 15, D 18, C 12; Ch 17; AL CE; *blur, chromatic orb, darkness, invisibility, phantasmal force).* He wears a red silk tunic with sable trimming (value: 160 gp), a brown leather belt with gold wire decorative stitching and a gold-inlaid silver buckle (worth 55 gp total), and a mink cape (worth 2,700 gp).

As the party has progressed through the dungeon, Grakhirt has watched them in the magical fountain, paying careful attention to the strengths and weaknesses of each character. Before the party enters his room, he casts *invisibility* and *blur* upon himself. He tries to assassinate the character who seems to be the most powerful (i.e., the one who has performed best so far), and then uses other spells and his dagger as appropriate, If he is seriously hurt (under 4 hp left), he casts *darkness* and attempts to escape,

In the dresser are other clothes, mostly of average quality. On the desk is an inkwell, a feather pen, and several pieces of parchment detailing the norker forces, the Nolivarian forces, and the outcome of the recent battle in a "play-by-play" style — with many angry notes.

The volumes on the book case are mostly the journals of Arham and Grakhirt, imparting all the information in the "For the Dungeon Master" section at the beginning of this module. Also included are details on the structure, operation, signals, passwords, and key members and contacts of the Ivirwylliw Assassins' Guild. Though the material is from eight years ago, much of the information is still valid. These journals would be safest in the hands of Prince Corin (see "Afternotes" below). One of the volumes deals entirely with the customs, culture, and nature of the norkers and other humanoids of the region. In some of the books are maps showing the locations of Arham's other wilderness hideouts.

Also on the shelves are Arham's first- and second-level spellbooks (Grakhirt hid the others, which he doesn't know how to use yet, in other hideouts). The first-level spells are *audible glamer, chromatic orb, color spray, dancing lights, darkness, detect illusion, hypnotism, phantasmal force, spook,* and *wall of fog.* The second-level spells are *alter self, blindness, blur, detect magic, fascinate, improved phantasmal force, magic mouth, mirror image, ventriloquism,* and *whispering wind.*

### Afternotes

If the DM is willing to do a little more work, and the players are shrewd enough (and play characters of a non-good alignment), an arrangement may be made with the Assassins' Guild of Ivirwylliw; the document made by Grakhirt has information potentially fatal to the Guild. It goes without saying that such a deal would be extremely dangerous. The assassins don't trust the characters and would just as well have them out of the way along with the document.

For along-term campaign scenario (maybe after the characters get to higher levels), the PCs may be hired by Prince Corin or the Grand Duke of Ivirwyliiw to eliminate the Guild. This would take a great deal of work on the DM's part and would be very dangerous for the player characters — even more than the previous adventuring possibility. But the Assassins' Guild is at least as wealthy as dangerous, and the Grand Duke would certainly look favorably on the party and reward them accordingly.

Even after the document is in safe hands, there are still opportunities opened by the adventure; perhaps the party could learn from Arham's journals the location of other wilderness hideaways — most of which have since become the home of monsters.

# THE ELVEN HOME

BY ANNE GRAY MCCREADY

## A Basic D&D® Wildress Scenario

The following Basic D&D® adventure can be inserted into any campaign in which characters travel through wilderness areas. The adventure can also be played as a short session. It is best suited for 1-4 characters of 1st-3rd level, though it can be used as a side trip for most any level to relieve the boredom of a journey through the wilderness.

The adventure starts as the party is traveling off-road through forested hills in the early afternoon. The Dungeon Master should read the boxed text to the players or paraphrase it as desired.

### The Elven Home

As your party rounds a bend, you see a strange cluster of unusually large trees on the side of a low hill. Huge, green leaves extend from gnarled, gray branches, and the tree trunks are almost half again as wide and tall as surrounding trees. A bed of fine grass dotted with fallen leaves carpets the hillside, and a wisp of smoke floats on the wind. From somewhere ahead come the sounds of shrill screams and splashing water.

Regardless of what the player characters may think at first, they have actually stumbled across a secluded elven home in the wilderness. Nothing is wrong; the sounds come from a group of young elves playing in a nearby pond. If the party investigates the noises, go to the section below on the bubbling pool. If the party investigates the hill, it first finds a narrow path that circles the base of the hill and leads to the source of the wispy smoke.

Following the rough dirt path that leads around the hill, your party finds a clear, cold stream, shallow and easily fordable. The stream flows from a source within the hill, exiting beneath one huge tree's roots. The smoke among the trees emanates from an hole in the ground up the slope from that particular tree.

The stream does not initially seem unusual, except that it flows from beneath the large tree. However, if the player characters watch the stream for longer than a round, they notice that large bubbles are carried along in the running water. The bubbles constantly pop with a fizzing noise.

The bubbles are filled with a gas

which mixes with the water at its source, deep within the hill. Called "energy gas" by the elves who live in this area, the gas causes anyone who breathes it to instantly feel a surge of cool adrenaline rush through his body. The elves have learned to capture bubbles in tightly woven, cloth sacks kept in the water; they then breathe the air trapped in the sacks. The elves, who live in a hollowed-out section of the hill beneath the characters' feet, also benefit from the gas as the underground stream surfaces in the middle of their home, giving them a constant supply of the gas. The elves cannot control the supply of gas and do not know where it comes from within the hill.

The gas affects anyone who breathes it, giving him extra energy and vitality. One deep breath of gas adds 1-4 hit points to the sniffer's own hit points and one point to his strength. This effect only lasts for five rounds once the character stops breathing the gas. A character can temporarily gain more hit points than his normal amount in this manner, but strength scores cannot exceed 18. Characters can attempt to bag some of the bubbles, as noted above, but the gas becomes dispersed in the air and ineffective after two turns.

Vegetation growing around the source of the stream has also been affected by the gas, which is captured by the roots of the trees and causes them to grow extremely large. As noted below, the tree over the source of the stream is not a true tree at all, but a treant (which is aware of the party and is remaining motionless and quiet).

If the characters investigate the source of the smoke, they find a circular, 1'-diameter opening in the ground. The smoke prevents them from seeing down the hole. Any character with infravision can see a fire burning at the bottom of the shaft. If the characters pour several gallons of water down the hole, read. the following:

> As the smoke subsides, your party can easily see down the hole to an open area about 5-6' below. Immediately beneath the hole is a pile of half-burned logs and ashes contained in a black pot. Beside the pot is a smaller black pot filled with liquid,

If the party searches the top of the hill for an entrance, read the following:

> Your party finds no door on the top of the hill, but you do discover a clear slab of glasslike material embedded in the hill near the smoking hole. The slab is approximately 3' x 6'. Through this substance, you can see that a dwelling of some sort lies beneath, the hillside, The dwelling is lit by natural light (through the ceiling glass). Thick, grayish candles can be seen scattered throughout the room; none of them are lit at present.
>
> On one side of the room is a small, smooth, pale wood table surrounded by three chairs. The chairs are beautifully crafted, apparently made from the same wood as the table. Near the fire pot is a fourth chair. In the southeastern corner of the room, next to the table, is a large, curved cabinet carved of the same pale wood. Both cabinet doors are closed.
>
> The other side of the room is hidden by a heavy blanket that appears to serve as a room divider. The ceiling is covered by a network of exposed roots from the trees above. Near the curtain is a pile of firewood and a table on which rest several bowls of dark liquid, berries, and edible leaves and roots.
>
> A grass mat sits along the wall near the stream. Next to the mat is a pair of small, worn, leather shoes. The floor is covered with a larger, round grass mat that nearly reaches the walls. A strip of the mat is cut away where a spring bubbles up from the earth and runs through a hole in the wall near the shoes. A pile of cloth sacks lies by the spring.

If the characters attempt to enter the dwelling by chipping away at the glass, they discover the material is extremely, hard — in fact, it has the consistency of steel and cannot be penetrated by ordinary weapons or strength. In addition, the party will be automatically surprised by a treant who attacks under the assumption that the characters are thieves which may, of course, be true enough). The treant is the "tree" standing over the source of the stream, slightly downslope from the skylight.

> As you strike the glass for the first time, the ground rumbles slightly. Before you can react, a flurry of leaves and branches descends upon you.

The treant has exceptional powers from its long exposure to the gas in the stream; if the treant moves away from the area for longer than half an hour, all of its heightened scores drop to the given lower levels. The higher levels are received once the treant returns, plants itself again, and waits for a full day (one treant: AC 2; HD 8; hp 45 (64 with gas); #AT 2 branches; Dmg 2-12/2-12 (3-18/3-18 with gas); MV 60'; Save F8; ML 9; AL L).

The treant first only tries to push characters away from the glass pane, doing 1-6/1-6 hp damage to anyone it strikes. It does this reduced damage only if no one strikes back at it or displays fire. If attacked with weapons, the treant fights back at full power, but it won't leave the area unless attacked with fire.

The treant has no treasure. If the characters manage to escape the creature, it does not pursue them off the hill. The treant is an old friend of the elves and all of them enjoy the benefits of the unusual local gas supply.

The characters may also try to find the door which is on the westside of the hill. A root extends from the dirt to serve as a door handle. The door itself requires a check to locate concealed doors because it is cleverly disguised to blend into the grassy hillside. It is almost invisible from the outside except for a hairline break in the ground's surface surrounding the door.

The sod-covered door slants back with the natural shape of the hill, and, when open, is only 5' high. The ceiling inside is only 5½' high in most places. Roots in the ceiling curl down into the room and snake back into the ground.

If the characters manage to find the door and enter (the door is never locked), they see the same room as was viewed through the skylight.

> The air inside the small home is thick with wood smoke and the smell of damp earth. A natural spring bubbles out of the ground into a small pool beside the door, giving off a fresh, misty odor that fills the air. The air also has a peculiar cool tinge to it that is hard to identify; it seems to make one feel better just by breathing it.

Anyone breathing the air in the room for longer than one round receives all the benefits of the gas — but the DM

should not tell the characters this. Instead, he should secretly note any changes to player character attributes and apply them as necessary.

Behind the curtain are two sets of rope hammocks, one pair above the other, on either end of the room. They are supported by knobby wooden poles which are anchored in the ground and the ceiling. A small, folded blanket lies in the center of each hammock, and a silver dagger (worth 20 gp) is hidden within each blanket.

The liquid in the pot by the smoldering fire is about enough to fill a wine skin. The liquid is dark and looks thick.

The curved doors of the cabinet are plain except for a small carved border around the edge of each door. Handles are carved into the doors at the center of the piece.

The hammocks are what they appear to be —simply the place where the elves sleep. The liquid in the pot by the tire is a special elf brew. The sweet, dark liquid, no stronger than beer, has no magical properties. The elves brew small pots of it at a time using various berries from nearby bushes. Although the brew has little effect on human characters, elves-are greatly effected by even small amounts (-2 "to hit" for 1-4 hours as a result of drinking a mug of the stuff).

Inside the cabinet, the characters can find the usual array of blankets, eating and writing utensils, and other small personal belongings. Four spell books, containing all spells used by the elves who live here (as given below), are kept beneath the false bottom of the cabinet (a roll to detect secret doors is required to find it). Note that each spell book has the spell *read magic* in addition to all other spells.

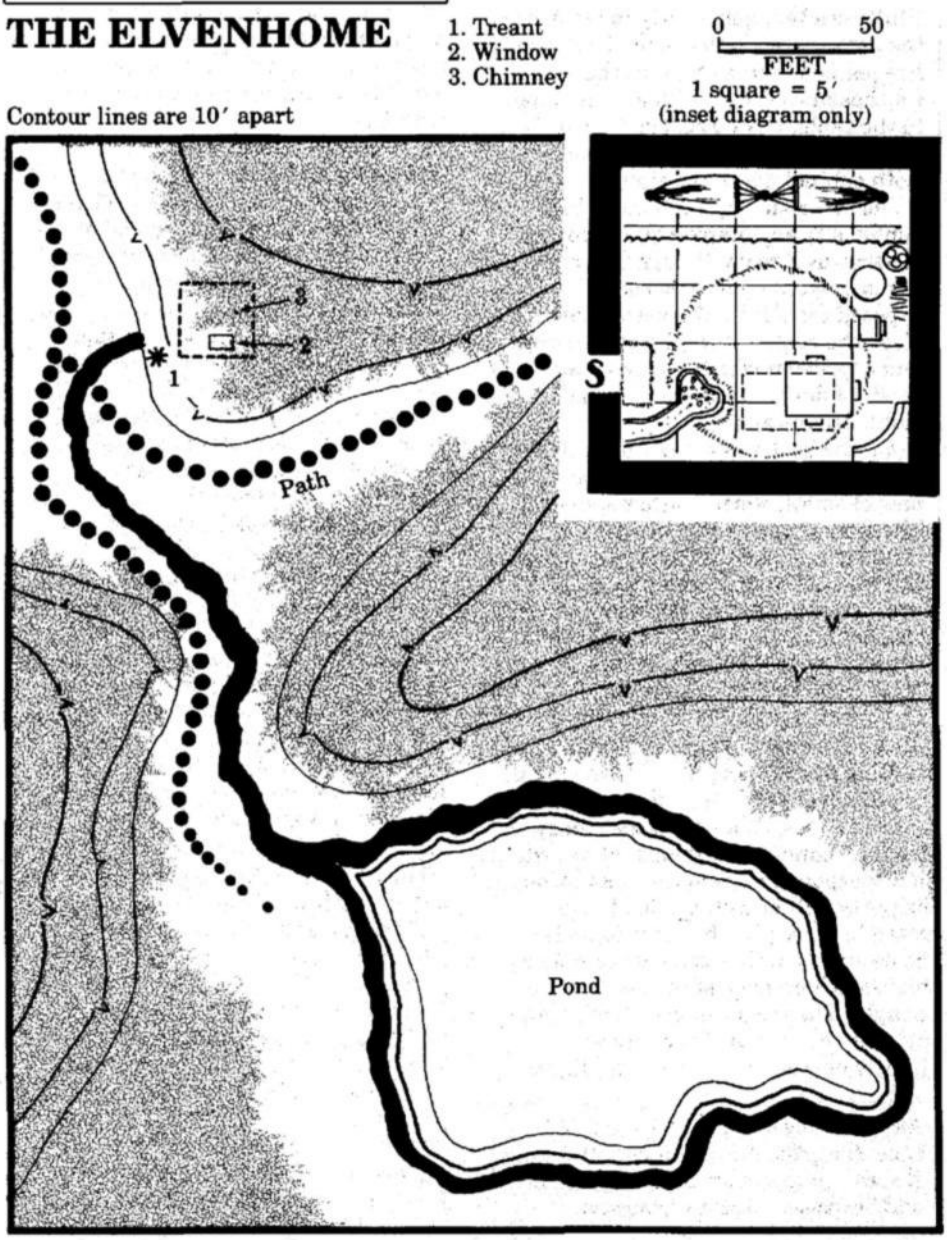
Behind a pile of blankets is a vase about 1' high. Its white surface is cracked and aged. Circling the vase are these words etched into its surface.

*When day is night*
*And night is day*
*The sun and moon*
*Shall pass this way.*

The elves don't know what the writing means. The vase has been passed down through the generations for ages; during that time, the meaning of the words was lost. The elves think that the vase was used in some ancient elven ritual. If the characters take the vase out of the elves' home, it changes color as soon as bright sunlight or moonlight hits it. The elves will trade the vase away, but they'll accept no less than 100 gp or another item of similar value.

If characters trade for the vase or steal it, they discover that it changes color each day in natural light. The light of a fire or magical light causes the vase to become white again. The characters will discover that the vase changes color in regular manner, with a different color each day for seven days (red, orange, yellow, green, blue, violet, black) before it begins the color rotation again. Intelligent characters soon discover that they can tell the day of the week by the color of the vase. The words engraved into the surface of the vase remain visible through each color change. A typical merchant will buy the vase for 40-240 gp.

Buried in the earth beneath the small square mat is a leather pouch with 39 gp, 115 sp, and six gems, each worth 20 gp. No other coins or gems are in the elven home.



### The Bubbling Pool

Characters who head for the source of the shrieks and splashing water soon come across the following scene:

> The stream winds its way around a low tree-covered hill for about 80 yards. The shrieks grow louder with every step, when suddenly you find yourselves upon a clear pool of water about 80′ across. Splashing about the water are two young elves. Suddenly, from a tree by the pond, another young elf jumps in the water, almost on top of the other two.

If the characters have not yet observed the bubbles in the stream, they do so as they watch the elves. The bubbles which have not surfaced now burst in the pond with a soft popping sound.

The elves are surprised on a roll of 1-4, unless the characters have made a great deal of noise around the underground home or while approaching the pond. If not surprised and if the party hasn't yet arrived at the pond, the elves flee into the woods, heading for a friend's home a mile away.

The elves eventually notice the characters watching them if the party simply stands there. They are momentarily frightened, but if the party takes no threatening actions, the elves smile and wave shyly, crouching down in the water so only their heads show. If the party contains elves and seems friendly enough, the swimming elves can be talked out of the water and will introduce themselves as Derrim (male), Atlee (female), and Yanna (female). Though the elves won't mention this, a fourth, Repo (male), is off retrieving a digging tool that other elves have borrowed. Their statistics (heightened by exposure to "energy gas" in the pool) are:

Derrim: AC 7; MV 120′ (40′); E2; hp 8 (12 from gas); #AT 1; Dmg 1-4 (dagger) + 2 (from gas); S 15 (16), I 10, W 11, D 17, C 12, CH 12; AL L; dagger; *detect magic, magic missile*

Atlee: AC 8; MV 120′ (40′); E3; hp 12 (15 from gas); #AT 1; Dmg 1-4 (dagger) + 1 (from gas); S 12 (13), I 15, W 6, D 14, C 11, CH 14; AL L; dagger; *charm person, sleep, ESP*

Yanna: AC 6; MV 120′ (40′); El; hp 4 (7 from gas); #AT 1; Dmg 1-4 (dagger); S 9 (10), 19, W 16, D 18, C 13, CH 10; AL N; dagger; *shield, sleep*

Repo (not present): AC 6; MV 120′ (40′); E3; hp 14; #AT; Dmg 1-8 (long-sword) + 3; S: 18, I 13, W 11, D 14, C 13, CH 12; AL L; long sword, leather armor; *light, magic missile, invisibility*

As few monsters have ever been seen in this part of the country, few weapons are carried or used. Repo carries his sword to impress his friends, but he knows how to use it, too. Repo will return to the elven home at sunset, using his *invisibility* spell to surprise his friends (and the player characters — if they are still around).

If the player character party appears hostile, the elves are not as vulnerable as they may appear. Aside from their spells, a number of sharp metal daggers (8) have been left on the bottom of the clear pond, and these may be retrieved, two at a time, in a single round by each elf. The daggers are balanced for throwing. The elves can also dive underwater for a full round each. A small underwater cave exists, only 10′ square with a 4′ ceiling, near the southern edge of the pond; the elves will flee to the cave, which has a large air pocket continually freshened by the oxygenated gas in the water, and will remain there for as long as necessary to escape attackers.

If the elves are treated well, they offer to take their guests to their underground home, of which they are quite proud. If the characters decline the elves' offer, the small beings become rather offended, saying, "See if we are nice to the likes of your kind again! We get so few visitors as it is, and they have to be so haughty!" If the characters accept the offer, the elves talk almost continuously. The characters can hardly squeeze in a single word. The elves are so pleased to have visitors, they forget their manners and monopolize the conversation.

The elves explain that years ago, their ancestors settled here because of the great beauty of the setting. Through the years, however, it has become slightly less attractive to the elves (the trees have grown gnarled, the stream has become smaller — aesthetic concerns that are of great importance to these beings). They have sent out expeditions of elves to search for a more suitable place to live, but have found nothing to their liking so far. The elves reveal that there are several other elf dwellings in the area, but decline to identify the others' homes in order to preserve their privacy.

If the characters try to cut the conversation off before an hour has passed, the elves again become upset at the characters' rudeness. Only after an hour are the characters able to politely excuse themselves. The elves offer to let them spend the night with them but are not offended if the character refuse.

If the party has previously ransacked the elven home, the elves will be greatly angered and will demand the return of all stolen items (and are willing to fight to get them back, unless the party is obviously too dangerous to deal with). If the party has entered the elven home but has not harmed anything, the elves won't mind at all ("Everyone drops in.").

About two hours after the party arrives on the scene, a number of stirges fly past the area in search of nourishment — *i.e.,* live beings like elves and humans. The stirges attack at once, but may be detected (with a surprise roll) before they are upon the party (three stirges: AC 7; HD 1; hp 7, 7; 6; #AT 1;,Dmg 1-3; MV 30′ (10′)/ 180′ (60′); Save F2; ML 9; AL N).

If the party helps the elves fight off the stirges, the elves will be the party's friends for years to come. The elves are not crass enough to actually offer material rewards for their safety, but may be more than willing to offer free room and board for several days as a result.

### Future events

Depending upon the party's conduct in this brief encounter, a number of future adventures and scenarios may be constructed. The theft of materials or the destruction of the elves' property may bring retribution as the elves (including the absent Repo) track down the guilty parties involved. Player character elves may, at some future date, wish to settle down in this area and construct homes of their own. The mystery of the colorful vase's origins and purpose remain to be resolved — which could lead to a higher-level task later in the campaign.

# INTO THE FIRE

BY GRANT AND DAVID BOUCHER

## A lost prince, a silver necklace, and a dangerous journey

*Grant and David Boucher bring us the cover module for this issue. A senior at the University of Florida, Grant is studying physics and astronomy, with particular interests in optics, soccer; and computer programming. His brother David has just finished high school and enjoys art, writing, street hockey, and half-ogres. Grant credits the Lemmings gaming group for his affliction, and David credits Grant for the same.*

This is an AD&D® adventure for 6-10 characters, each of 6th-10th level. The party should be of good alignment and should contain at least two well-equipped fighters. The adventure is designed to fit within any campaign world, and the DM can easily modify the names, persons, places, etc., detailed herein without seriously altering the true nature of the adventure.

A small kingdom with a mountainous western border is assumed to exist; the DM should name the kingdom, its king, and its capital as desired, to fit his own campaign circumstances. (Note that the kingdom could easily become a large barony.) The player characters should be in good standing with the current monarch, possibly known to him by previous deeds or petitions.

This adventure occurs in the early winter. The Dungeon Master can use weather charts to simulate the effects of snow, wind chill, and other phenomena, if such charts are available. No major storms are anticipated.

### Background for the DM

Many years ago, a young prince named Lomaran was sent by his father to a foreign university across the sea. The boy never made it. A cutthroat band of pirates, led by an infamous reaver named Jalussa the Merciless, attacked his ship, and the crewmen of the ill-fated craft were killed or captured in the ensuing battle. The prince hid belowdecks and escaped the initial onslaught, only to be discovered later during the pirates' search for booty. The boat was burned and, as Jalussa never ransomed his captives (prefering more direct ways of acquiring cash), Prince Lomaran was sold into slavery with the other survivors. His silver necklace, engraved with the royal seal of his family and his own name, was cast into the ship's treasure pile.

The pirates eventually met their own

horrible fate when a great red dragon known as Flame, a beast of incredible power, attacked their ship. After slaying all those on board with claws and teeth, or blasting them overboard with strokes of its wings, the dragon tore away the masts, dug its massive claws into the hull, and carried the entire pirates' ship and treasure back to its lair high in the mountains.

Fifteen years later, after many more successful raids (mostly against the nations and tribes north and west of the mountains), Flame's sleep was disturbed by a group of knights looking for refuge from a winter storm outside his lakeside haven. The knights proved to be of little challenge, but a few days. later, as the dragon was preparing to eat the last of them, it found that the human had escaped, having only feigned death. Worse yet, the knight even had the gall to steal one of the dragon's treasures — an attractive silver necklace.

Flame was enraged, although the dragon was more upset over the loss of its prospective dinner than the loss of the necklace. The dragon left to hunt for the man when another blizzard came and forced an end to the search. When the storm ended, Flame could find no trace of the missing knight, and it subsequently dropped the matter. "Besides," the dragon mused, "that miserable human isn't likely to have lived through the storm. But if he did, he might lead a few more tasty morsels to my cave as he did before. I hope he knows some elves; I haven't had a sweet little elf in a long time. . . ."

Meanwhile, the burned and battered knight, Sir Hujer, staggered down the freezing mountain and began his slow, determined trek home. Dazed, disoriented, and suffering from frostbite, he eventually entered a cave for shelter and collapsed. Fortunately, he had stumbled into the entrance to a large colony of svirfneblin (deep gnomes). Sir Hujer, realizing the importance of the necklace he held and his own approaching death, promised the gnomes a substantial amount of treasure would come their way if they'd agree to return his body and the necklace to Fort Silan, a nearby outpost. Unable to heal his injuries and always interested in more treasure, the gnomes agreed. Within a few days, they arrived at the fort with the knight's body.

The acting captain of the guards at the fort, Sir Uiler, interrogated the new arrivals. When he was finally convinced of their honesty and intentions, he allowed them to leave with an ample reward. Sir Hujer was buried with highest honors and the necklace was sent on to the capital and the king.

### The Mission

The DM may gather the party at the king's castle in the capital, individually or as a group, but the general scenario should be as follows:

A royal messenger arrives with a scroll and hands it to a party member. It is a summons for the party members (all named and described within the text) to a royal audience with the king, effective immediately. The messenger waits for the characters and escorts them to the palace when they are ready. Several messengers may be dispatched if the characters normally live apart.

Once in the presence of the king, the party is addressed in a special closed session of the hall. Only the king, his bodyguards, and the party are present. The following passage (spoken by the king) should be read aloud to the party.

"Fifteen years ago, my only son, Lomaran, then only nine years old, set sail for the east to begin his final schooling in preparation for his eventual succession to the throne. His ship never reached its destination. After a search along our coasts, I presumed the ship and my son to be lost at sea. I was without an heir and without hope — until now.

"Ten days ago, the body of one of my knights was returned to Fort Silan by a group of strange, gray-skinned gnomes. He was a member of a seven-man squad patrolling high in the mountains along our western border. These men were some of the strongest and bravest in the realm — present company excepted, of course. The other six men have been missing in action for over a week from their patrol, which was to have taken a month to complete. The dead knight, Sir Hujer, had died of burns, exposure to cold, and many terrible wounds. Stranger still was what he bore on his person — a silver necklace bearing my royal seal." The king lifts a tanished necklace from his lap

and holds its aloft. "This is the same necklace I gave to my son, just before he disappeared so many years ago. To say the least, it is extremely odd that it should be found so high in the mountains, when by all rights it should now be lying at the bottom of the sea.

"I'm not only interested as to my son's possible whereabouts, however. I'm also gravely concerned about this new threat from the west and the possibility of. . . well, of whatever foreign threat slew my knights and possessed my son's necklace. We know so little about these mountains, and absolutely nothing about I what lies beyond them. This is why I have commanded your presence. I would like you to find out who or what is behind this attack, what happened to the rest of the patrol, and, if possible, what all of this has to do with my long-lost son."

If the party decides to help, the king provides them with this additional information:

"Since the gnomes wouldn't reveal the location of their lair, or even where they, found Sir Hujer, you must begin where the original patrol began and follow its path until you discover what happened. The gnomes said that Sir Hujer's last words were a warning about fire or flames. He was not very coherent at the end, may he rest with the gods."

The king then gives the party directions to Fort Silan and descriptions of the six remaining lost knights, as well as a detailed description of the prince, as he looked 15 years ago. He also provides horses and equipment as necessary and within reason. The king sends an escort of men with the party, but only until they reach the fort. He cannot send any men or magic items into the mountains with the party, because he must gather all of his remaining forces and fortify the outpost forts, "in the event that Sir Hujer's death is a prelude to an invasion from the west." The next morning, he sends the characters on their way, each bearing a signed document noting that the bearer is on a mission for the king and should not be delayed. The documents do **not** authorize the bearer to receive free goods or to deputize assistants.

If the characters bother to detect for magic on the necklace, they find none. A *legend lore* or other divinatory spell only tells the story revealed earlier. Under no circumstances can the party learn anything about the dragon Flame or its lair, as Flame is protected from all scrying spells and devices. by a magical item (see area I-4) .Too many people have handled the prince's amulet for too short a time to make any further impressions clear.

The capital lies 170 miles from Fort Silan, over low grasslands and rolling hills (normal terrain, *DMG,* page 58). The travel time from the capital city to the fort should be calculated from information given in the *DMG,* supplemented by whatever maps the DM wishes to create for the local terrain. Military highways exist and are in good condition.

## The Adventure

The party should be allowed to ride horses and use other pack animals throughout this adventure. Without them, it would take much longer than the party would tolerate to carry provisions, treasure, etc.

Should the party possess the means to fly (by *flying carpet,* trained griffons, etc.), the DM should hint that the party should remain close to the ground, or else run the risk of missing vital clues and evidence. The path taken by the patrol is not very manageable by normal standards, but it is relatively easy to follow.

The party's map of this area is not accurate enough to permit safe *teleportation,* and scrying should be almost impossible. In any case, Flame is protected from scrying magics by an *amulet of proof against detection and location.* No rumors of dragons are circulating in the kingdom at present.

Random encounters occur on a roll of 1 on a d6, checking twice each day (at morning and evening) and once each night (right after dusk); or at the discretion of the DM. No random encounters occur while the party travels from the capital to Fort Silan (area A), and none are found within a five-mile radius of Flame's Mountain (area I), but the DM should roll the die anyway to keep the party guessing.

Roll the indicated die if an encounter is indicated as shown above. Then consult the following to see what was encountered. Each group may only be met once; ignore further rolls of the same encounter. These encounters are not detailed and should be fleshed out by the DM before the start of play. Humans and other humanlike beings wear heavy clothing and furs to protect themselves from the cold winter weather.

### Foothills and Plains, Day (d4)

**1. Frontier patrol.** These men are from Fort Wheelan and are routinely patrolling the plains and hills along the frontier. They stop the party and inquire as to the purpose of their journey. If satisfied, they wish the party luck and proceed onward. If not, they take them to the nearest fort (area A or N) for further questioning:

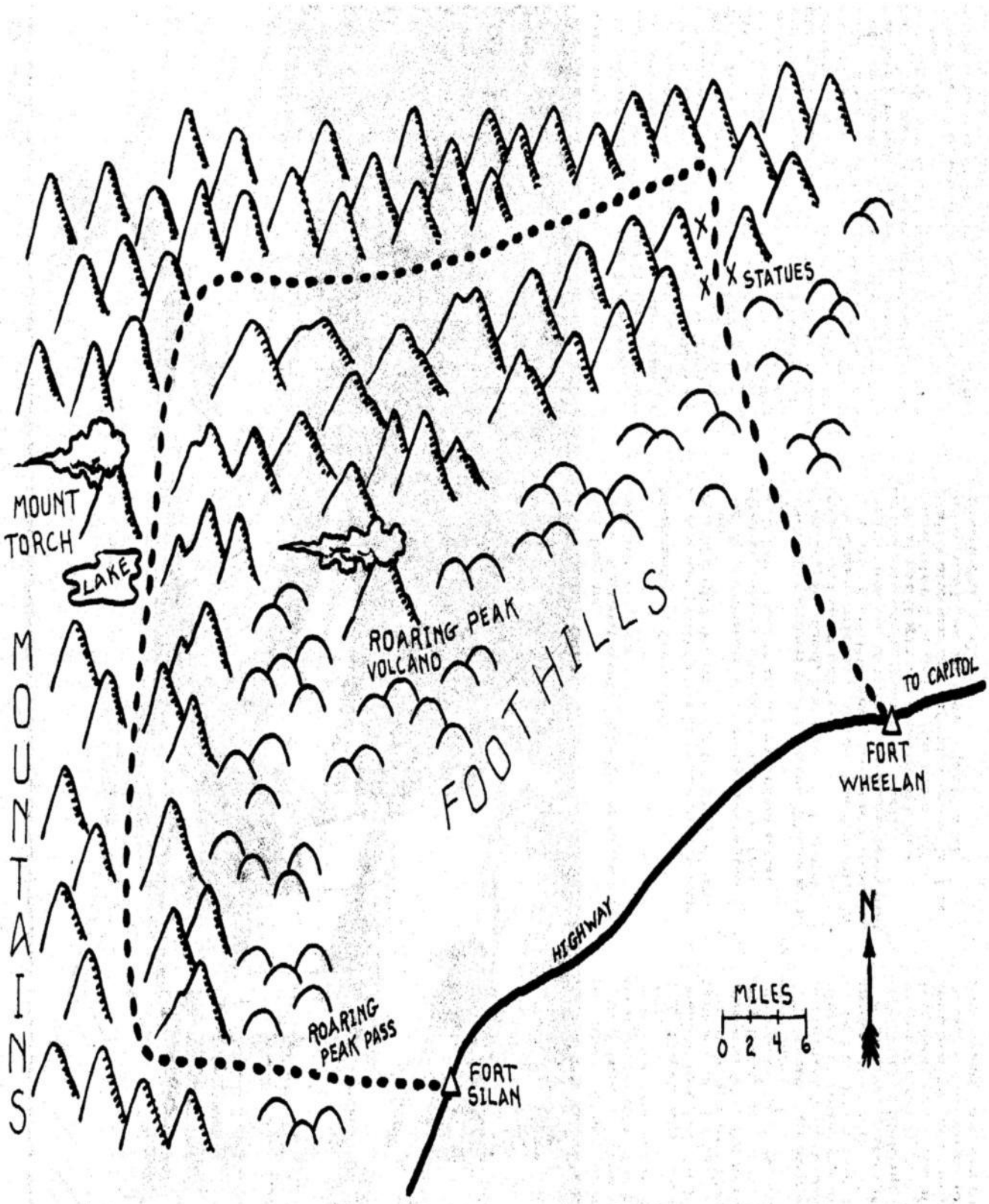
These men are all mounted on medium warhorses. The lower-level fighters wear chain and shield (AC 4), and the other fighters wear plate mail and shield (base AC 2). They are all armed with long swords and crossbows, are of neutral-good alignment, and are completely loyal to the king.

A frontier patrol consists of forty 1st-level fighters, twenty 2nd-level fighters, eight 3rd-level fighters (guards), seven 4th-level fighters three 5th-level fighters, two 7th-level cavaliers (lieutenants), and a 9th-level cavalier (the leader). Distribute magic items as desired to, warriors above 1st level.

**2. Pioneers (moving south).** The pioneer group consists of 30 men, 30 women, nine male children, and seven female children. These people are on their way to try and settle in the foothills to the south before severe winter weather hits. Six men and four women are fighters of various levels (1st-3th), armed with various weapons and mounted on light horses. The other people are zero level. They fight to the death to protect their loved ones. The children and supplies can be found in covered wagons behind the mounted leaders. The zero-level men and women are all armed with various bows and slings (useable from within the wagons).

**3. Six giant eagles.** These beings do not bother the party unless fired upon.

**4. Group of 12 trolls.** These trolls attack any group of beings they encounter in a direct charge. Only fire in large quantities can keep them away. The trolls have wandered up from a swamp to the south in search of more human prey.




# THE WESTERN MOUNTAINS

**Players' Map**

**Foothills and Plains, Night (d6)**

**1. Force of 20 ogres lead by an ogre mage.** This force has come down from deep within the western mountains to raid for slaves and booty. Some of the ogres have seen a huge flying beast in the mountains (actually the dragon Flame), but have no idea of what it was.

**2-3. Bandits.** This force consists of sixty 1st-level fighters, six 2nd-level fighters (guards), three 3rd-level fighters, two 4th-level fighters, a 5th-level fighter, a 6th-level fighter, a 7th-level fighter (lieutenant), an 8th-level fighter (lieutenant), and a 9th-level magic-user (leader). These bandits have just arrived in this area after being chased by royal forces to the south. They specialize in attacking helpless pioneers and pilgrims during the midnight hours, but the winter weather has made pickings scarce.

The 1st-level bandits wear leather armor and use shields (AC 7). All other fighters wear chain mail and use shields (AC 4). All the bandits are armed with a variety of weapons. The DM should determine magic items and treasure for all NPCs before the adventure begins.

**4-6. A giant owl.** This beast is merely looking for food.

**Mountains, Day (d6)**

**1. An ice troll.** This creature is hiding in a snowbank, waiting for prey of any kind.

**2. A storoper.** This beast lairs just slightly above the pass. It has eaten well but doesn't mind catching extra prey.

**3-4. Two mountain lions.** These are hunting for food, but they will avoid large and loud parties

**5. Ogre raiding party.** See encounter 1, under foothills and plains encounters (night) above. If this forces has been met and dealt with, ignore this roll.

**6. Bandit group (camped).** See encounter 2-3, under foothills and plains encounters (night) above. If this force has been met and dealt with, ignore this roll.

**Mountains, Night (d6)**

**1. Two wraiths.** These are the doomed spirits of two human bandit lords who lived centuries ago.

**2. A haunt.** This spirit is that of a woman looking for her missing husband —who was slain by Flame sixty years ago.

**3. Three will-o-wisps.** These are merely looking for human prey to torment and slay.

**4. A band of 21 ghouls and 4 ghasts.** This force of undead attacks any living group with a certain, crude degree of stealth. These monsters never check morale.

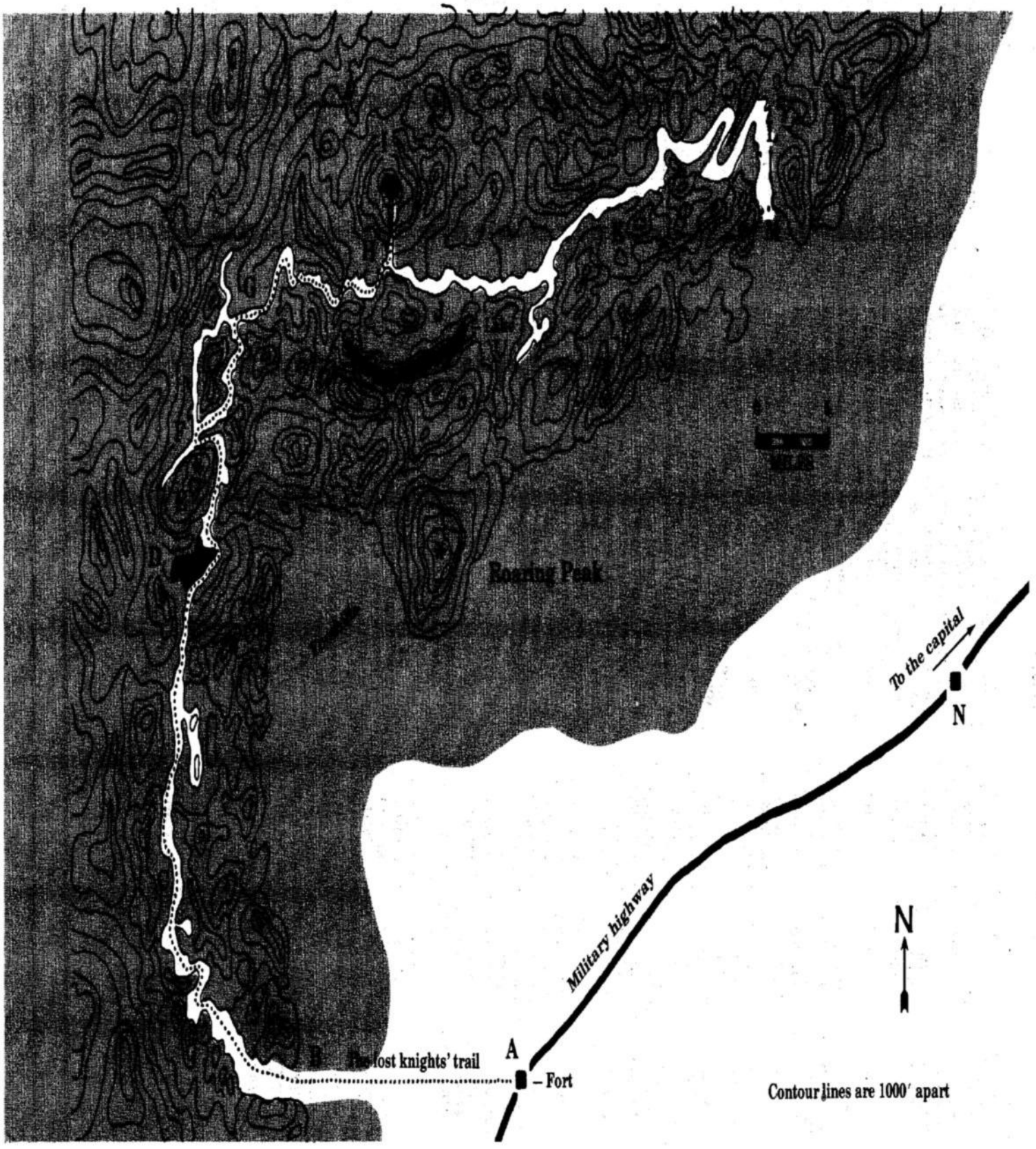
**5. Bandit group (raiding). See** encounter 2-3, under foothills and plains encounters (night) above. If this force has been met and dealt with, ignore this roll.

**6. A lone gray elf.** This ranger/druid (R9/D11) is looking for shelter from the elements and some companionship. He has heard rumors of a dragon in the mountains, but believes it to be a white dragon. He might join the party if elves, druids, or rangers are present.

The following encounter key applies to the DM's map on the opposite page.

# THE WESTERN MOUNTAINS

## Dungeon Master's Map



## Encounter Key

### A. Fort Silan

The forts along the western frontier are usually only lightly manned, but are now in a state of constant alert. Normally only a few patrols enter the foothills, and rarely is a force sent high into the mountains. Now patrols scan the foothills much more frequently, but none have been sent beyond until more supplies arrive. Mountain patrolling has always been the most hazardous of duties, as these mountains are volcanic in nature, and the knights must face natural disasters as well as monsters and bandits.

Fort Silan (manned by 240 soldiers and numerous support personnel) was the starting point for Sir Hujer's ill-fated party, and it was where the gnomes later returned his body. The party has full access to the fort's records, and the DM should give them the player's map (shown on page 45) at this time. The people at the fort know nothing more than what has been told to the party already, although they always vouch for the bravery and honesty of those lost, often toasting and singing songs of high praise in their honor. Rumors of the men's fate are discouraged, but it is generally believed that a wizard is behind their loss.

Under no circumstances should the party be allowed to dig up Sir Hujer's body. He has been buried with great ceremony and dignity, and no one, by king's order, is to disturb his final rest in any way.

The gnomes have long since left for their homes, and their tracks lead to Roaring Peak Pass (area B) and no further. No knights will accompany the party any further, as they must remain at Fort Silan as reinforcements. The knights recommend starting the journey at Roaring Peak Pass.

### B. Roaring Peak Pass

This pass; easily located by traveling southwest from the Roaring Peak volcano, was discovered long ago, but exploration wasn't officially begun until recently. The missing patrol was the first major force to be sent into this area, though scouts had mapped out the path through the mountains several years before.

### C. Avalanche

This is the home of four newly arrived galeb duhr, two on each side of the pass. When the majority of the party comes within their spell-casting range, they first turn the rock below the party into mud, and then start an avalanche when the party has just begun to sink in (four galeb duhr: AC -2; MV 6 "; HD 10; hp 45 each; #AT 2, Dmg 4-24/4-24; SA spells, animate boulders; SD, immune to lightning and normal fire; MR 20%; AL N).

The characters and their horses move at half-speed in the mud, and the DM must determine if they are capable of escaping before the avalanche hits. The rock creatures have an unlimited supply of rocks and boulders with which to attack. The rock creatures' treasure lies high in the rocks, and consists of 10 (base 2,500 gp) gems, a jar of *oil of sharpness* +2 with four applications, and a *short sword of quickness* +2, *all from previous victims.*

### D. Lake Deriun

Lake Deriun is a beautiful mountain lake formed from the melting snow, blue as the sky and perfectly clear. A wide, natural path follows the eastern edge of the lake, hugging the foot of the steep mountain slopes. Part of the lake is frozen over; if weather conditions are severe, the entire lake is frozen solid.

The lake is about three miles long and around half as wide. Although the lake is perfectly clear, the party cannot see the bottom. The slopes of the mountains determine its boundaries, and it is very deep. No source for the lake is seen, nor an obvious means of drainage. Actually, the lake drains through an underground fissure at its deepest part, into the area's main water table.

The water is cool, refreshing, and perfectly safe. While the party is within one mile of the water, however, the DM should double the chances of random encounters *(i.e.,* 2 in 6), due to the creature-drawing effect of the water.

If the path is searched near its westernmost point, a camp site is found. A ranger or barbarian is able to determine that about 6-8 humans and their horses camped here at least a month ago. This is, of course where the missing patrol knights spent a few days enjoying the lake and its accompanying scenery.

Immediately north of the lake is the immense shape of Mount Torch (area E), its peak capped in smoky orange fire. Although not as large as the Roaring Peak volcano, it still appears quite dangerous. The air is occasionally filled with light ash, and low rumbling noises are constantly heard.

### E. Mount Torch

Mount Torch and Roaring Peak (see area B) are the only active volcanos in this area of the mountains. Roaring Peak erupts regularly (every two or three years), but little is known about Mount Torch.

If the characters are on any path within two miles of Mount Torch, there is a 10% chance/day that the mountain erupts. This always occurs at night. Should an eruption be indicated, read the following to the party:

> You are awakened by a great rumbling, coming from deep within the earth below you. Your first suspicions are confirmed as you gaze in horror upon Mount Flame. Red fires rise into the night sky, and the mountain slopes appear ready to split asunder. Glimpses of molten lava can be seen oozing down from the snowy slopes toward you. . . .

The party cannot outrun the lava by following the paths (unless they are camping at area F after defeating the fire giants there), but must climb to higher ground. The party actually has 8 + 1d12 turns before the lava reaches the very bottom of the mountain, and should have enough time to get to a safe location. This is not an explosive eruption, nor a particularly dangerous one, but the DM should certainly try to scare the players.

The eruption lasts for only an hour, and the hardening lava is cool enough to travel on by the next evening. The volcano does not erupt more than once during this adventure.

### F. The Crossroads

A group of fire giants from the north have made camp at the junction of four mountain paths. They're new to this area and are looking for a suitable place to build a fort, despite the cold. The volcanic activity has attracted their interest. All are males and the largest wields a *giant sword* + 1 that is 10' long and does 8d4 + 1 hp damage (six

fire giants: AC 3; MV 12"; HD 11 + 2-5 hp; hp 85,70,70,65,64,64; #AT 1; Dmg 5-30; SA hurling rocks; SD impervious to fire; AL LE). The giants have brought their pets as well (eight hell hounds: AC 4; MV 12"; HD 6; hp 40 (x3), 35 (x2), 30 (x3); #AT 1; Dmg 1-10; SA breathe fire; SD detect invisible or hidden objects (50%), surprise on 1-4 on d6 and only surprised on 1 in 6; AL LE).

The circumstances surrounding this encounter depend on what time of day or night the characters arrive at the crossroads. Should the party arrive just in time to camp for the evening, the giants are cooking a young roc over a very large bonfire, throwing the scraps and bones to the hounds. The hounds and the giants are not on the lookout. This gives the party an increased chance of surprising them (i.e., +1 to the die).

If the party arrives during the daylight hours, the giants are either leaving or returning from scouting (40% chance for each) or resting in the camp (20% chance). If not resting, they are. armed and ready for immediate battle. If resting, the hounds are on guard, but the giants require a round to get their swords before entering melee. There is a 40% chance per giant that instead of grabbing his sword, he'll throw rocks, There are 14 large rocks near the camp, all suitable for throwing.

The giants possess the following treasure:

Giant #1 — a belt pouch containing 300 pp and a ruby (3,000 gp base), two golden armbands worth 800 gp each, and a *giant sword +1;*

Giant #2 — a belt pouch containing 200 pp and a ruby (2,000 gp base), two, golden armbands worth 600 gp each, and a *scarab of protection +1* (six levels remaining) as a brooch on a silver necklace (worth 100 gp) around his neck;

Giant #3 — a belt pouch containing 200 pp and a diamond (2,500 gp base), and two golden armbands worth 500 gp each;

Giant #4 — a belt pouch containing 100 pp and an emerald (1,500 gp base), two silver armbands worth 200 gp each, and a scroll of *protection from water elementals* in a hollowed-out bone hanging from his waist;

Giant #5 — a belt pouch containing 100 pp and a diamond (base 1,000 gp), and a pair of silver armbands worth 200 gp each; and,

Giant #6 — a belt pouch containing 100 pp, and two iron armbands worth 50 gp each.

The square camp contains large bonfires in each of its four corners and one giant bonfire in the very center. Six rough beds lie within the confines of the fires. Some backpacks contain the cured flesh of various creatures, kegs of very strong ale, and regular clothing. If the party tries to determine whether the giants are, responsible for the disappearance of the patrol, it is noted that the giants have obviously been here for only a very short while — two weeks at the most. They would never have encountered the knights at all.

### G. The Wolfwere

The pass here is watched by a wolfwere and his pack of eight winter wolves. The most likely scenario is as follows:

> From far ahead of you, the usually still mountain air gives way to the sounds of music. As you carefully round the next bend, a young man dressed in brightly colored furs dances down the trail towards you. Strumming a small lutelike instrument, he's oblivious to your presence.

The wolfwere, Liscales, is a wandering soul, constantly in search of innocent victims. He has control over a pack of winter wolves and always has them follow within whistling range (it requires only one round for them to arrive). If the party obviously appears good in alignment (e.g., displays numerous good holy symbols prominently) or very powerful, he does not stay but dances right on past. He then follows the party and returns during the night, singing while the wolves attack.

If the party appears vulnerable to deception, he masquerades as a wandering bard and tries to join the party. He tires to steal as many magical items and wreak as much havoc as possible. If allowed a watch duty during the night, he'll sing the characters to sleep and slip in his slow song to boot. He then tries to kill the sleeping adventurers and, if discovered, lets the winter wolves do the rest.

If the battle ever begins going badly for Liscales, or he is discovered, he'll slow the party and change into wolf form, hopefully outrunning any pursuers, never to return (wolfwere: AC 3; MV 15"; HD 5 + 1; hp 40; #AT 1 or 2; Dmg 2-12 and by weapon type; SA singing ,brings on lethargy; SD cold-iron or + 1 (or better) weapon required to hit; MR 10%; AL CE). His follower will take after him if he leaves (eight winter wolves: AC 5; MV 18"; HD 6; hp 40 each; #AT 1; Dmg 2-8; SA frosty breath; AL NE).

Liscales possesses a *long sword +2,* which. hangs from his belt, and a *potion of fire resistance.* He carries 100 pp and a base 4,900 gp gem in a small pouch. He is actually a very fine musician and his lute is made of the-finest woods, inlaid with silver (up to 500 gp value to a collector or bard).

If captured, Liscales can only be, made to talk if threatened with death. He recalls seeing the lost patrol, but did not follow them out of a sense of respect for the military — or so he says. In actuality, he saw a large flying shape in the distance to the east, in the direction in which the patrol was heading. He prudently let the patrol leave. This information can only be gained by ESP.

### H. The Rocky Pass

The party comes to an intersection with another small, rocky, snow-covered pass through the cliffs, winding steeply up the face of a mountain to the north — Flame's Mountain. The main mountain path continues to the east, bypassing the mountain. The narrower path leads directly to area I. If the characters search here for one turn, they find a dead horse (with a broken leg) in the snow. The horse's packs contain food, tools, and a carefully drawn map showing the patrol's route. The writing is smeared and blurred by the melting snow, but it is definitely similar to the map the party received at Fort Silan. The horse was killed when the storm hit the knights, several weeks ago. The knights, having lost their map, subsequently took a wrong turn and found themselves at the Lake Haven (area I).

### I. The Lake Haven

This area is depicted on the map on page 51; numbered area references are shown on the map itself.

Flame's home is in a crater at the top of a long-dormant volcano (called Flame's Mountain by the dragon, of course). The crater contains a lake filled with magma-heated water rising from old lava vents (see area 6). This hot

springs keeps the air within the crater a humid but comfortable 75° F, while the snow-bound slopes surrounding the mountain peak usually remain well below the freezing point. There is no chance whatsoever that Flame's Mountain will erupt.

One hundred forty years ago, before Flame's arrival here, a young wizard named Uthion built a tower in the center of this crater, using the lake as a moat. He lived happily and bothered no one except those evil enough to warrant his attention. Most of his experiments dealt with creating larger versions of otherwise normal creatures (see area 3).

Twenty years later, while Flame was out searching for food, the dragon found the secret lake and decided to lair there. Flame watched, waited, and — after learning enough about Uthion — attacked. Flame landed in the lake beside the tower and used the considerable might dragons possess to push the structure over into the eastern crater wall. Unfortunately for Uthion, Flame's plan succeeded and the wizard was killed by falling debris, believing to the end that the volcano had erupted. Flame decided that it was now time to make this crater into a new home.

Shortly, Flame found an old lava vent on the western slope of the mountain and followed it down into a large set of ancient magma chambers. With some effort, Flame turned this into a new lair. Later, a few unfortunate gnomes were used to expand another vent on the inner side of the crater into a human-sized tunnel, and to build the portcullis/pit trap found there (see area 4a). The giant creatures in the water serve as an abundant source of food, and Flame is quite satisfied with this new home, preferring to remain here until "Tiamat calls."

Flame originally came from far to the west of these mountains, and often returns there when in the mood for pillaging. Until recently, there wasn't enough food *(i.e.,* people) to the east to be worth raiding. Now now that men have arrived on the frontier, Flame plans to become a major threat to the entire eastern kingdom.

If any characters fly in the vicinity of area 4a, there is a 65% chance per turn that Flame sees them and learns of the party's presence. Note, too, that Flame has a *rod of alertness* to tell of any thieves in the vicinity (see area 4) and possesses an *amulet of proof against detection and location* which prevents all scrying, etc.

**1. Between the Cliffs.** Read the following passage:

> Passing between the cliffs, the stinging cold gives way to pleasant, humid warmth. Before you lies a large lake, mist rising from its unbroken surface. Around the edges to the west of you, a black beach of volcanic sand leads to a path rising high into the cliffs. Something catches your eye to the north and you strain to see through the fog. As the mists part along the water, a disturbing sight is revealed. A solitary tower is lying, off its base, against the east wall of the crater — its once smooth stone walls cracked and crumbling in a lake that must have once served as its moat. The remains of a drawbridge lead from the beach to the ruins.

If one of the characters should ascend to get a better view of the crater, he should be told of the hot springs to the northeast (area 6) and the cave in the cliffs to the northwest (area 4). There is a 20% chance of spotting movement in the lake (area 3), and there is also a 65% chance that Flame spots someone and begins setting the trap (area 4).

If anyone bothers to check for tracks, he finds enough to indicate that about 6-8 humans (or humanoids) and as many horses were here some weeks ago. These are the tracks of the missing patrol knights. The tracks abruptly scatter in all directions near area 2 and show signs of flight and struggle, but the prints are unclear and have been damaged by an unknown agency. Blood stains cover the area, but no bones or other remains are left. (Flame was very thorough in cleaning up after the knights.)

**2. Fallen Drawbridge.** The drawbridge is relatively sturdy, though it is partially covered with slime and a bit slippery. One character may travel to the tower every three rounds, but must roll his dexterity or less on a d20 to avoid falling into the water (5′ below). If more than one character tries to cross at the same time, the DM should warn them that the bridge appears to be giving way and begins to wobble. If the other characters don't withdraw, the drawbridge collapses into the lake on the following round.

Any character who falls into the waters draws the attention of the crocodiles, which attack immediately (see area 3). Otherwise, there is only a 5% chance per character crossing that the crocodiles notice them.

Characters may, if able, fly across without worrying about the crocodiles, but Flame may see them instead (see area 4). Remember to inform the character doing so about the other visible features of the crater.

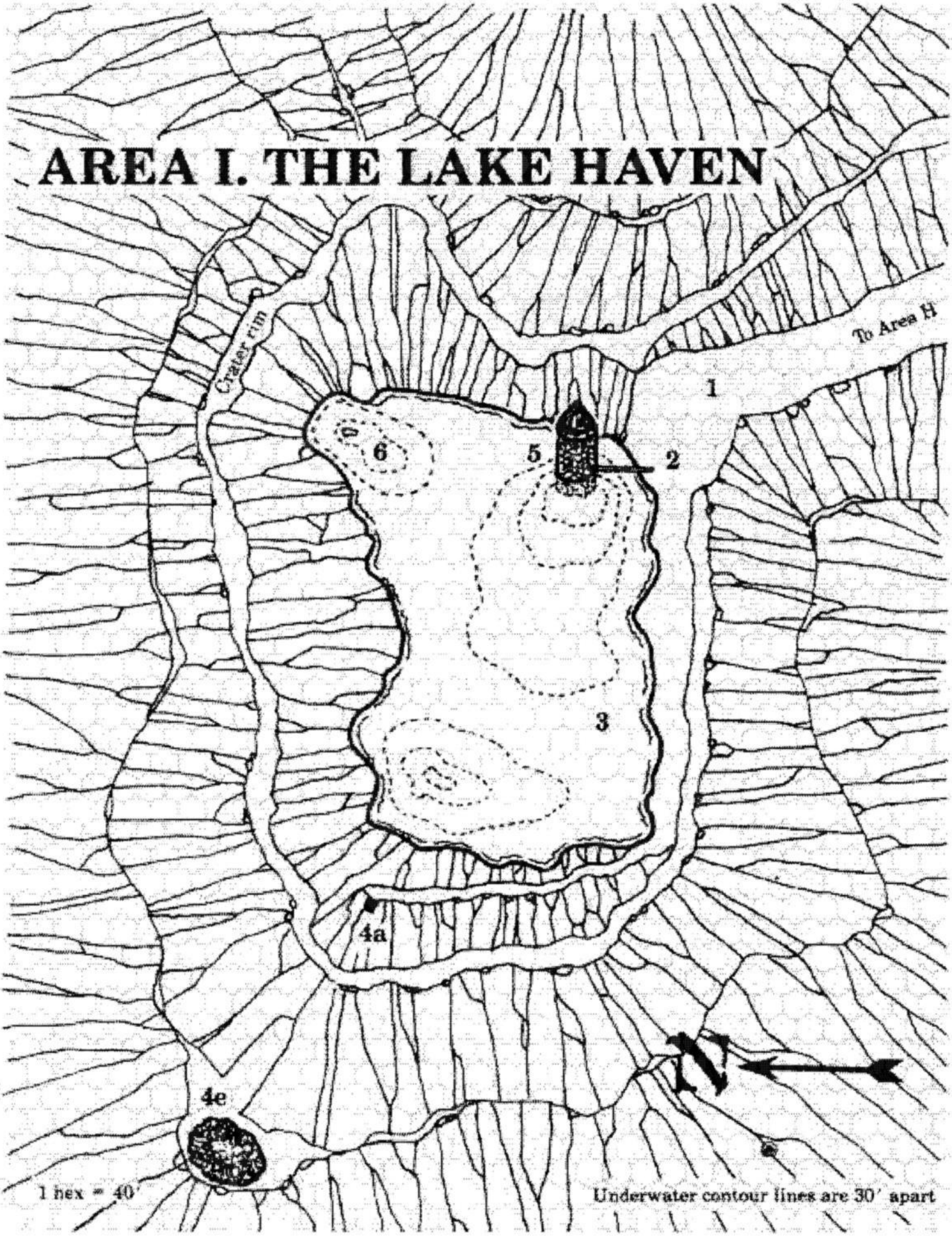
Characters who use the drawbridge arrive on the outer surface of tower level 3 (adjacent to area 5j).

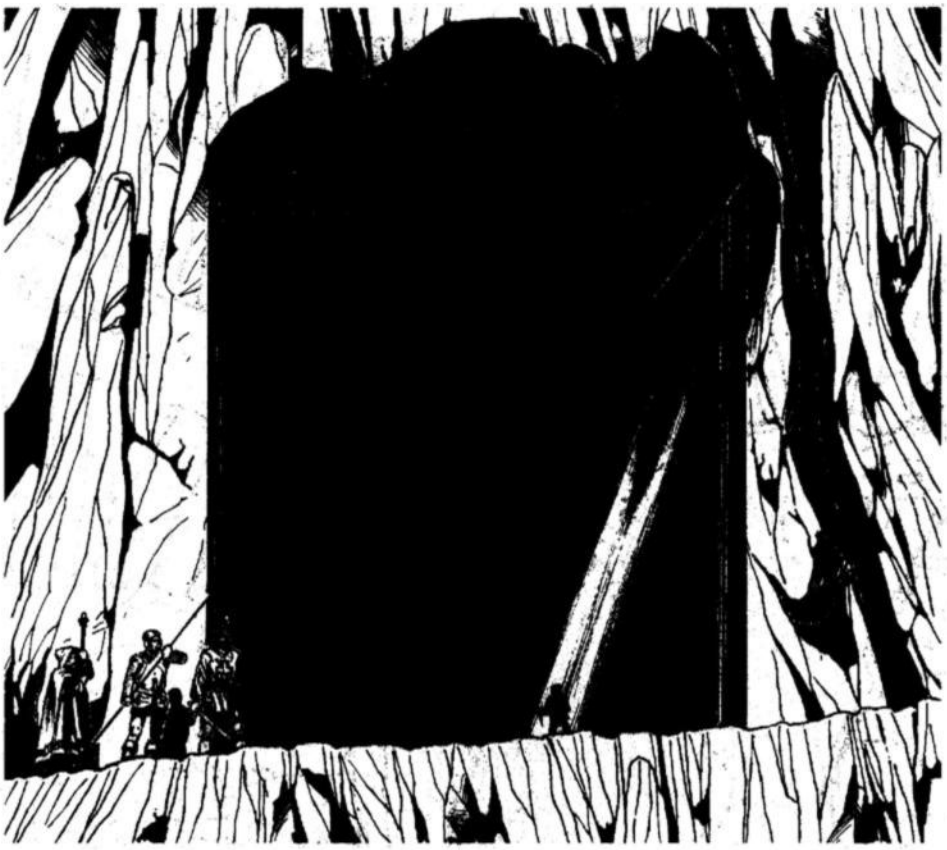
**3. Crater Lake.** This is a beautiful heated lake formed when hot water forced its way up through the old lava vents and filled the crater. Uthion found this lake many years ago and chose to settle in this spot for its seclusion and built-in protections. He filled the lake with crocodiles and fish to provide protection for himself, and he performed a number of experiments on them. Characters who take the time to investigate its depths find many enlarged, reduced, and mutated fish, all harmless. However, there are, also a large number of regular and giant crocodiles which are not harmless in the least. These include 20 normal crocodiles (AC 5; MV 6"//12"; HD 3; hp 15 each; #AT 2; Dmg 2-8/1-12; AL N) and six giant crocodiles (AC 4; MV 6″//12″; HD 7; hp 35 each; #AT 2; Dmg 3-18/2-20; AL N).

If anybody enters the water, he is attacked by 2-5 assorted crocodiles per round, with a 20% chance that one is of the giant variety. Note the problems with underwater combat and spell use (see *DMG,* pages 55-7, and *Unearthed Arcana,* pages 81-2).

The depth of the lake varies from 30′ near the tower to 90′ at its greatest depth. The depth near the drawbridge is a smooth gradation from 5-30′ , from the southern shore to the tower. At the bottom of the lake, just to the west of the tower's base, two large oval depressions can be seen (if one is underwater). These were made a 120 years ago by Flame's rear feet when Flame pushed Uthion's tower into the eastern wall.

Also, at the deepest part of the lake (near the northwest corner), there is a small pile of treasure that has fallen from Flame's cave above (see area 4). The treasure includes a *ring of warmth,*


AREA I. THE LAKE HAVEN
Crater rim
To Area H
1
2
3
4a
4e
5
6
1 hex = 40'
Underwater contour lines are 30' apart



a small ivory statue of a unicorn(100 gp), six gems (100 gp, 134 gp, 200 gp, 500 gp, 500 gp, and 2,000 gp), 67 pp, 156 gp, 403 sp, and 4,476 cp.

**4. Flame's Lair.** This area' is the actual lair of Flame, a huge, ancient spell-using red dragon. Flame is very intelligent and has had-much experience with magic. An encounter with this monster won't be the usual hack-and-slash battle (AC -1; MV 9 "/24"; HD 11; hp 88; #AT 3; Dmg 1-8/1-8/3-30; SA *fear* aura, breath weapon, magic use; SD magic use, saving throw bonuses, *detect invisible and hidden opponents* within 80'; AL CE; spells (at 11th level of magic-user ability) — *magic missile (x2), ESP, haste, invisibility, hallucinatory terrain, polymorph other, slow).*

Flame possesses the following magical items:

A *necklace of frost resistance* (as per a *cube of frost resistance)* worn as a ring on a left foreclaw;

A *broach of shielding* (54 charges) worn as a ring on a right foreclaw;

An *amulet of proof against detection and location* around its neck on a platinum chain (value 2,500 gp);

A *rod of alertness* (21 charges), planted securely under a ledge inside the cave; and,

An *ioun stone* (iridescent: sustains,' without air), made *invisible* and whirling around its head.

Flame has learned how to use all of these items through many years of magical research. Many of these spells and items formerly- belonged to Uthion (see area 5).

Flame's lair is further detailed below. Refer to the maps on pages 53 and 54.

*4a. Western Lair Entrance.* Assuming that the scenario below is in effect, read the following description to the players when the characters reach the top of the path and look into the cave.

> The cave you saw from below is obviously nothing of the sort. The smooth walls and squared corners indicate the work of skilled craftsmen. A shiny, black stone corridor leads deep into the mountain. It extends, perfectly straight, as far as the eye can see.

This entrance was shaped by captured deep gnomes many years ago. A dwarf has a normal chance of detecting that the corridor slopes downward slightly, and a dwarf or gnome can immediately tell the shaft is similar to gnomish work. The corridor contains one combination portcullis/pit trap which is activated by a lever found in the main cave (area 4b). The pit is 20' deep, but tilted to the east so characters only take 1-6 hp falling damage. The portcullis has a built-in jamming mechanism that activates when it has fully fallen. This means that a *lift gates* percentage against this portcullis is at -15% to the roll. A thief may use his *climb walls* skill with his *find/remove traps* skills to remove the locking mechanism. The player characters attempting to pass by the portcullis should declare whether they are attempting to bend bars (at normal chances for success) or lift the gate, since there is a definite difference. Every action made now is likely to be very important. . . .

It is unlikely that the party learns of Flame's presence before Flame learns of theirs, due to the numerous advantages (magical and otherwise) that he has over them. Flame is 20% likely to be asleep when the party arrives, but awakens at the sound of any noise in area 4a (or any extremely loud shouts, explosions, horns blowing, etc.). If not asleep, Flame is 65% likely to be looking out from area 4b, wishing for a snack, and 15% likely to be elsewhere in the lair or in the immediate vicinity of the lake. The DM may, of course, determine Flame's location beforehand without die-rolling. If Flame can act before the characters enter the cave, the following scenario is suggested:

1. Flame first casts the *hallucinatory terrain* spell in order to make it appear as though the corridor (area 4a) continues on past its normal bounds. This should allow any light source used by the party to reveal nothing but corridor, corridor, and more corridor. Flame might also cast *ESP* at this point.

2. When a few party members have passed by the portcullis trap, Flame pulls the trap activation lever (area 4b). The portcullis then falls, and the front characters must declare whether they are jumping ahead or behind the portcullis. They must also roll their dexterity or less on a d20 or be spiked by the sharpened gate for 2-16 hp damage, becoming pinned beneath the portcullis.

A pinned character may free himself with a normal *lift gates* roll since the locking mechanism can only activate if the gate reaches all the way to the ground.

At the same time that the portcullis falls, a pit opens up underneath those members in the middle and rear (DM's discretion) of the party. Characters over the pit area fall down the shaft and take 1-6 damage. Characters near the rear of the party might be allowed to jump backwards (requiring a roll of dexterity or less on a d20) when they hear the portcullis falling, thereby avoiding the pit trap by sheer instinct.

3. The next round, while the party members are recovering and pondering their respective predicaments, Flame sends a blast of fire (breath weapon) down the corridor (dispelling the *hallucinatory terrain* spell). All party members are affected, since the corridor and pit were specifically designed for such a maneuver. (DM's option: Those in the pit take only half damage from the blast, saving for one-quarter damage).

4. What happens next depends on the situation after the first two rounds, and the relative strengths and motivations of the party members. Should the characters in front of the portcullis (most likely the fighter-types) battle the dragon immediately and risk death, or should they aid their fellow party members and risk another breath weapon attack in the following round? What can the characters in the pit do but escape? What can the party members in the rear do?

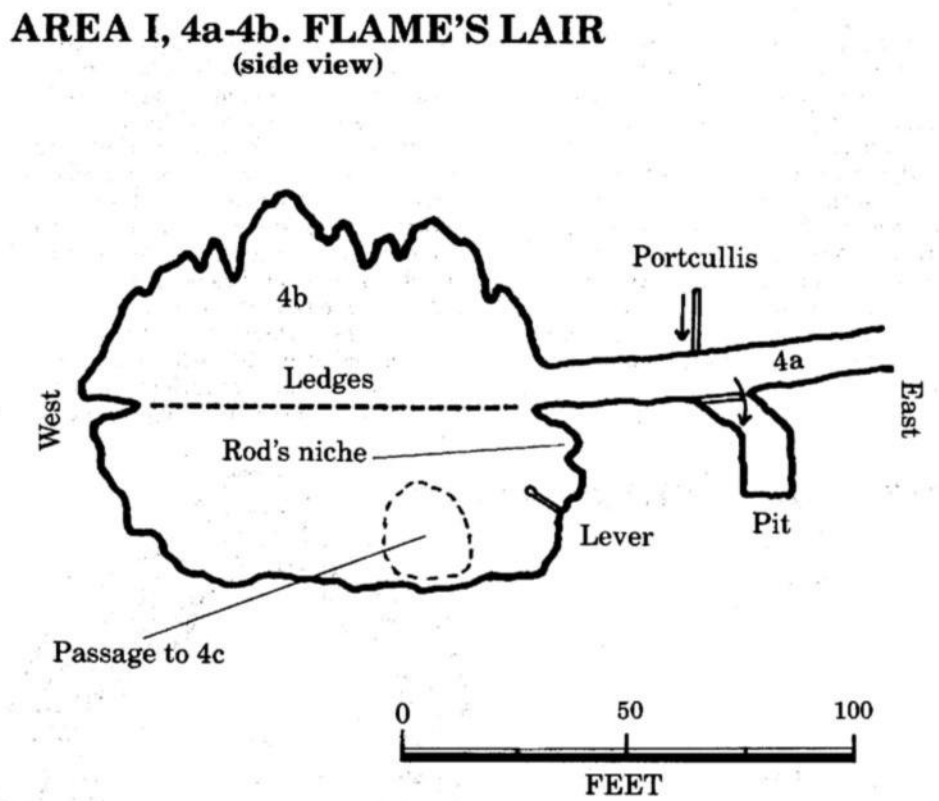
Assuming that there is at least one cavalier in the party, the fighters might attack Flame. This is initially very good for the party, because Flame retreats to the rear of the main cave (area 4b), grabbing the *rod of alertness* with a foreclaw and holding it there during the battle. This means that the characters in the pit and beyond are unaffected by any further melee for now.

But the fighters, on the other hand, must defeat Flame alone, and this is very difficult. Their first problem is how to get within attack range. The only ways of reaching the rear of the cave are:

a. to jump or fall 30′ down to the chamber floor and run to the dragon (note falling damage and at least one round of movement);

b. to run along one of the two ledges along the north and south walls (at least one round of movement); or,

c. to use a fly spell or other magical means.




Meanwhile, Flame acts. If the characters in front remain together and still appear to pose a major threat (e.g., Flame sees three armored knights with glowing weapons), Flame uses a breath weapon again. If the characters have split up or appear weakened, Flame casts *haste* on itself and attacks physitally. Also note the possible uses of Flame's other offensive spells: slow, *magic missle,* and *polymorph other.*

If Flame defeats the first group, and the rest of the party attacks and appears powerful (e.g., lots of magic is used, incredible strength is displayed in raising the gate, etc.), the dragon will retreat to the sleeping cave (area 4c), block up the-entrance with a large rock and the weight of the dragon's own body, and recuperate there. No amount of physical force exerted from the other side could possibly clear this entrance. Flame remains on guard, however, against any magic-users who breech this barrier (remember *ESP).*

Flame is very intelligent and extremely cunning. The breath weapon is Flame's most powerful attack, and Flame's life is the dragon's most prized possession. If Flame's life is severely threatened, another escape attempt is made by flying over, past, or through the characters and into the sleeping cave (area 4c). The dragon then blocks the entrance, casts *invisibility* on its body, and escapes out the "back door" (area 4e). Flame has no problem forcing a way through the characters unless they are capable of holding back many tons of flying monster flesh. However, each character is allowed one free attack at + 2 "to hit" (if within melee range) or one spell attack of less than three segments casting time as the dragon flees.

Should the fighters remain to aid their party members, and the party is obviously very powerful, Flame uses a breath weapon again. Flame's intention is to split the party up and deal with each group individually.

If the characters happen to give up, they are instructed to drop all their belongings over the edge, including all clothing. The dragon then casts *haste* on itself and eats them anyway. Flame won't breath on them again unless

necessary ("It spoils the taste"). If these characters are somehow able to defeat Flame bare-handed after their items are removed, they will have accomplished quite a feat.

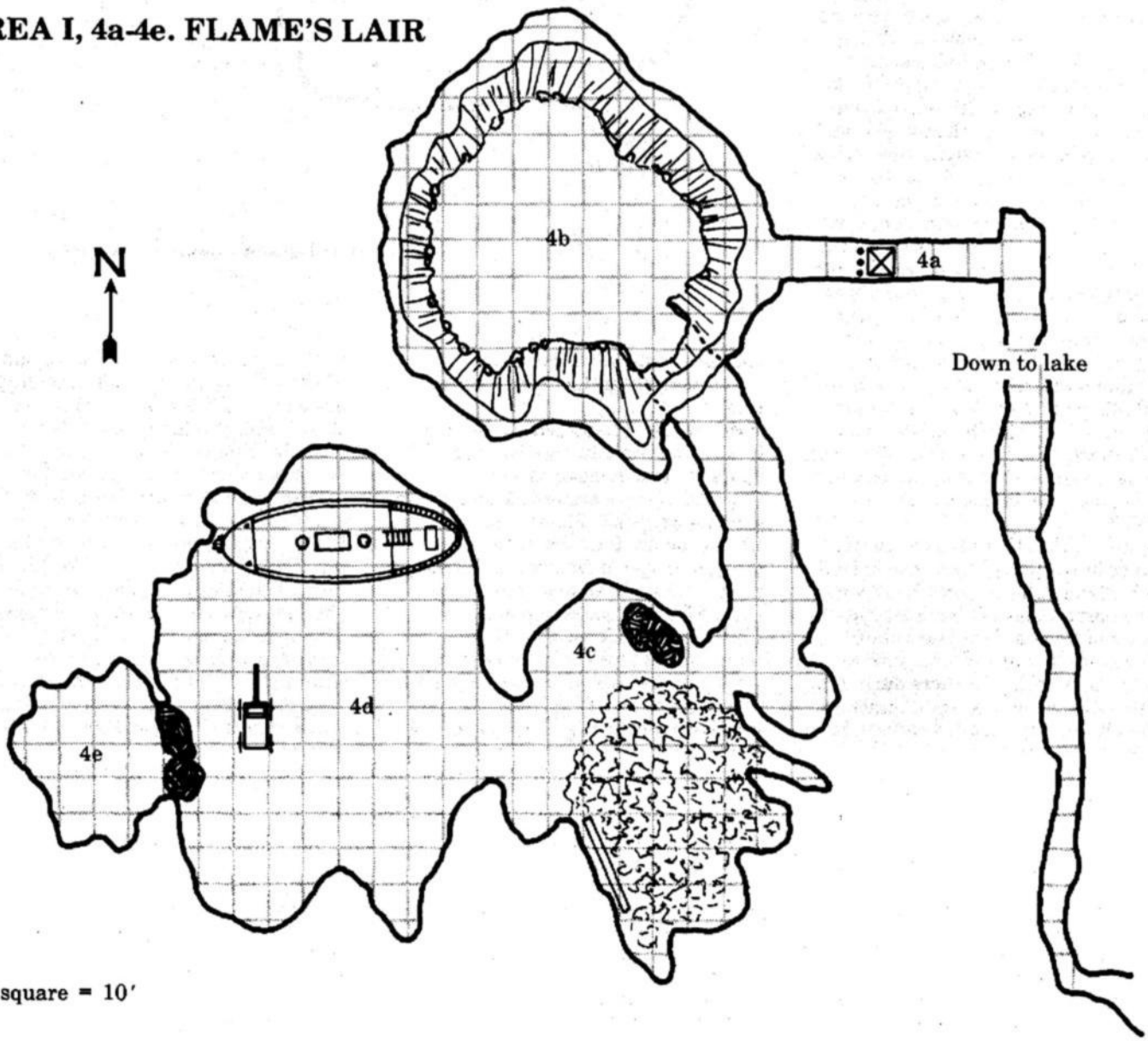
If the characters win, the treasure is theirs—with a few hitches, of course. It possible that Flame's body blocks the entrance to the rest of the lair, requiring many hours to remove. Even after removing the body, the amount of treasure is tremendous and requires many weeks to catalog, identify, and haul away.

*4b. Main Chamber:* This rather large chamber was formed when the volcano cooled. The charcoal-black walls are rough in places and glasslike in others. A relatively large hole lies to the south and leads to Flame's sleeping chamber (area 4c). A ledge runs around the chamber at the same level as the small eastern entrance (area 4a). The floor of the chamber is 30′ below the east entrance and the ledges. A lever that operates the portcullis/pit trap in area 4a is placed about 10′ below the easternmost ledge, out of reach of normal characters either on the ledge or on the floor of this chamber. Indeed, characters are unable to see the lever at all until they advance further into the room.

*4c. Sleeping Chamber* Read the following:

> You enter the chamber to see what was obviously the sleeping chamber for the great dragon. Tons of assorted clothes, furs, and cloth lie heaped on the ground, fully 20′ thick at its deepest point. You can't help but think about all the beings that have been slain just to make this beast's

**AREA I, 4a-4e. FLAME'S LAIR**



bed. A large headboard, that appears to be made from the outer wall of a house, has the word "Flame" crudely burned into it. An incredibly large rock lies next to the north entrance, and the glint of gold comes from the opening to the west.

This is Flame's main sleeping chamber. Most of the clothes and furs are permanently soiled and useless, but some are still valuable (to a total of 2,000 gp worth). Deep within the mound, in the southeast corner, a *robe of blending* is buried. Note that a *detect magic* spell does not immediately reveal its presence, but the robe's undamaged and unsoiled condition may give the party a clue as to its true nature.

*4d. Treasure Chamber:* Read the following:

At last, you see the treasure of treasures, the dragon's hoard. The ransom of a king pales in comparison. The incredible might and ancient age of the dragon becomes apparent as you try to drink in the hundreds of contrasting period pieces. An imperial coach rests atop a massive pile of coins, its strong box precariously balanced on the roof. Even from this distance, you can see a pile of jewelry within. Now your eye catches a silver-tipped beam of wood jutting away from you. You follow it back to its source and see the entire hull of a merchants' ship on one side of the cave. Scarred and battered, it lies tilted toward you with its masts broken off. Out of the ruptured hull spill the jewels of a thousand royal houses. Hundreds of similarly interesting artifacts duel for your attention. For a few moments, the sheer immensity of wealth holds you in a trance.

Besides the items on the dragon's body (note that the *ioun stone* is *invisible),* Flame's treasure is considerable and contains adventures in itself. A general overview of the treasure follows, which should be developed in more detail by the DM. The hoard is large, but the risks in getting it are also great — and the chances that all of the treasure can be recovered are low. NOTE: Only give experience points for treasure, that the PCs *actually haul away.*

A *maul of the titans* can be found underneath a pile of ruined dwarven possessions and fire giant bones. A *cloak of fire resistance* (as per the ring) is beneath an *everburning brazier.* The cloak is bright red and floor-length, embroidered in silver, with a hardened hood in the shape and color of a silver helmet with eye slits. A *ring of swimming* that Flame often used when "fishing" sits atop a *glassteel* aquarium (worth 1,200 gp) filled with 9,300 sp, 16 silver throwing daggers (worth 50 gp each), and eight miniature figures of goldfish made from solid gold (200 gp each).

A *pot of gold* sits atop a pile of little bones (an ex-leprechaun). This silver pot with a shamrock pattern of semi-precious emeralds does not radiate magic, but if 100 gp is placed within, the pot glows and a rainbow springs forth. The rainbow is 20% likely to attract 1-4 other leprechauns. The disposition of the leprechauns depends entirely on the alignment of the user. They always take the 100 gp as payment for their trouble, however. The pot can only be used once per day (value: nil xp, 2,000 gp).

In a separate pile of bones, armor, and weapons is a small travel log. Further investigation reveals that the remains are those of the six missing patrol knights, along with their riding saddles, tack, and saddlebags. The log mentions all of the geographical features along the party's route, minor monsters encountered and slain, the account of a sudden winter storm, and the subsequent finding of the lake. The last entry describes the area in detail, and then leaves off with the knights heading for the drawbridge and tower. The scribbled word "DRAGO" ends the account. Three suits of *plate mail +1,* a +4 *dagger,* a *battle axe +2,* and a *large shield +1, +4 vs. missiles* lie among the bones of the lost knights.

A cursed *two-handed sword -2* lies by the remains of a ranger who thought he was wielding a weapon of great power. The sword functions as a +2 weapon in the hands of any reptilian being. The ranger's belt has a secret compartment inside in which a platinum-wire garrot (50 gp) is hidden.

A large platinum chess set (valued at 12,000 gp) sits atop a table, obviously in mid-play. The pieces are shaped in the forms of various creatures of good and evil. Flame often played chess against himself or captives, but he ate those who beat him.

The royal carriage is made of oak, inlaid with gold, silver, jade, and mother-of-pearl. On top of the carriage is a large chest containing a diamond-studded tiara, valued at 23,000 gp, and 122 (base 100 gp) gems. Inside the coach is a matching scepter of solid electrum, with a 10,000 gp diamond at the head (total value 22,500 gp). The carriage itself is worth 25,000 gp.

The ship is called the *Scorpion.* It is a slightly crushed, medium merchant ship, once used by pirates to the east. It requires 7,000 gp of repairs, but can be sold for 30,000 gp when fully operational. Pouring out from the ruptured hull and merging with the dragon's larger hoard are 127,000 sp, 16,772 ep, and 1,221 pp, with 17 crates of silks (weighing 30 lbs. each) worth 250 gp apiece, and four crates of spices worth 550 gp each (weighing 22 lbs. apiece).

Inside the ship can be found many artifacts of pirate life, including a treasure map showing the location of a great treasure (actually false, but it makes for a nice wild goose chase). The captain's papers reveal important data about the pirate's raids. The captain himself was a source of intrigue — the infamous Jalussa the Merciless, who disappeared over a decade ago. If the party investigates this topic in a nearby port, it discovers that there is still a reward out for his capture or informal tion on his whereabouts, dead or alive. The reward, including 10 years back interest, now stands at 10,000 gp.

Should the papers of this ship be examined closely, the party finds records of numerous transactions with slavers and a log detailing Jalussa's exploits. A further search of the ship reveals 2,000 gp worth of royal clothing sized for a young boy in a footlocker, and certain other documents prove conclusively that Jalussa was behind the young prince's disappearance. One bill of sale is obviously for the young prince and reveals the buyer and location of the transaction (10 years ago, however).

Beside the ship are 12 chunks of adamantite stolen from a dwarven mine to the far southwest. They each weigh 300 gp on the average, and are pure enough that a highly skilled blacksmith or armorer can fashion them into items capable of holding a + 5 enchantment. The adamantite is worth up to 7,000 per chunk to the right buyer.

Flame was able to learn a number of spells, unlike other dragons, though still restricted to a total of eight spells per day (two each of first through fourth levels). Flame created and kept regular spell books containing the following magic-user spells: *magic missile, light, ESP, invisibility, audible glamer, haste, slow, phantasmal force, hallucinatory terrain, polymorph other, identify, preserve, dispel magic, write, read magic,* and *polymorph self.* These four books (one per spell level) are wrapped in a mammoth's hide (worth 3,400 gp) and tucked safely in a niche 12′ off the cave floor. Each book is made from carved wood plates (designed by a woodcarver that Flame later ate) and weighs about 10 lbs. per spell-plate. The value of this work to a sage or magic-user varies from 5,000-30,000gp.

Also present are 15 assorted potions, eight scrolls (six clerical/druidic, two magic-user/illusionist), 60 gems (of at least 1,000 gp base value), and 20 pieces of jewelry (determine all values and identities randomly), Lying in a massive heap, mixed together with dragon scales and teeth, are 122,976 cp, 141,727 sp, 41,117 ep, 59,540 gp, and 3,363 pp. Human, dwarven, elven, orcish, ogre, goblin, and animal bones litter the entire room, indicating that Flame was responsible for the deaths of over a thousand sentient beings in the last few hundred years alone, nearly all from the areas west and north of the mountains. The dragon's ravaging of local wildlife can only be imagined in a druid's worst nightmare.

In addition, hundreds of valuable mundane items, such as normal weapons, helmets, shields, rock crystals (1-4 gp each), unusual skeletons and skulls, assorted papers, spell components, riding equipment, boxes and crates, body parts of assorted monsters, clothing and footwear, rare woods, religious items, and miscellaneous adventuring equipment, also litter the cavern room. The total value of such material is suggested to be about 10,000 gp, but cataloging and hauling such material away could prove to be too enormous a task for any adventurer.

The DM may add or delete from this hoard as he or she sees fit, in accord with the campaign structure and the difficulty of the quest. Remember that every item, valuable or not, has a past. Feel free to let your creativity loose and give the players a sense of over 400 years of campaign history.

The only entrances to this chamber are to the east (unblocked) and to the west (blocked by massive boulders). To the east lies the sleeping chamber (area 4c), and behind the boulder is Flame's personal entrance and exit, a large volcanic shaft (area 4e).

*4e. Volcanic Vent.* This is the entrance to Flame's lair that Flame often uses. It is almost perfectly smooth; the length is about 200″ and its diameter varies from 60′ to 80′ . The lower entrance is always blocked from the inside (area 4d) by two gigantic boulders. Three people must simultaneously roll their *bend bars/lift gates* scores in order to move only one of these boulders enough to pass by it (only three such attempts may be made per hour).

The upper hole is covered from above by an old roc's nest that Flame acquired 50 years ago. The hole is detectable as a secret door from above.

**5. Uthion's Tower.** Many years ago, Uthion, a young wizard, was killed by Flame when the great beast used its awesome might to knock the tower over. Now Flame has firmly established a home in the cliffs and has spent many years pillaging the tower by using captive humans and demi-humans (all eaten later). But, even after 120 years, some of the treasure remains.

The tower is now partially underwater. Levels 1-2 (5a-g) are completely submerged while level 3 (5h,i,l) is only partially so. No natural light sources exist on levels 1,2,3, and 5, so characters must use other means to see. The rest of the tower is still lit by *continual light* spells which remain active until dispelled (vs. 14th-level magic). The party may enter through the secret window in area 5n, underwater (through the trap door on level 1, or through the portcullis and doors on level 2), or through the hole in the roof in level 7. If the characters enter the water, the crocodiles in the lake attack (see area 3).

The following room and floor descriptions refer to the mans of Uthion's tower on page 58. All the stairwells are filled with varying amounts of debris; and each requires 1-6 man-hours to clear.

Tower level 1

This level was formerly used as a dungeon. It contains five cells (5b-f, all open and empty. There is a trap door in the floor (5a) which leads out to the lake. It was formerly used to feed the crocodiles. There is also a set of stone stairs going up to level 2, located in the center of the room.

If the party enters from above (area 5g) and has not already dealt with the crocodiles in the lake (see area 3), there are 1-3 crocodiles in the water. The DM should then amend descriptions accordingly.

Tower level 2

This level was the main entrance hall (5g). The remains of a massive pair of doors lie against the bottom of the chamber. The portcullis is still intact, but bent. A character may attempt to lift the portcullis from the outside if a successful lift gates percentage is made (at -10% to the roll). Flame often dropped prisoners inside this room and then watched them drown, while holding the portcullis closed. Flame subsequently ate them.

There are three entrances to this level: up the stairs from level 1; down the stairs from level 3; or, by removing the portcullis.

Tower level 3

This level was used as the barracks and guest rooms for Uthion's guards and visitors. It has remained completely untouched since the tower's fall.

*5h. Gathering Room.* This room is completely submerged. It was once a small gathering area for the guests, complete with a table and four chairs, all rotted with time and merely shells of their former grace. A silver candelabra (200 gp value) rests on the low end of the chamber.

*5i-l Guest and guard rooms.* Each room is identical and contains a bed, small dresser, wooden chest, and a small mirror, magically attached to the stairwell walls. Rooms 5i and 51 are underwater, while the others remain dry. The guest rooms (5i,j) are soundproofed (not *silenced!)*

If the party enters room 5j, read the following:

As you enter the door, an eerie glow is revealed. Lying beside a long dead soldier, armored in full plate and shield, is a brightly glowing long sword.

Here lies the skeleton of a long dead knight, Sir Frederick of the Wolnars, the bodyguard of Uthion. His body is still wearing a set of *full plate armor +1;* a *shield +1* and a *long sword +3* (see below) lies at his side. Note that the armor and shield will glow if worn by a living being able to use said items. The sword, however, glows brightly whether it is held or not. The body is partially buried under rubble, where Sir Frederick was trapped and died. No other persons besides Sir Frederick and Uthion were present when Flame attacked, those who returned later were eaten.

The long sword's name is Mironus and it is intelligent (IN 14), with a neutral-good alignment and the ability to speak the languages of dwarves and gnomes as well as its alignment tongue. It has an ego of 8 and possesses the following abilities: *detection of traps of large size* in a 10′ radius; *detection of evil/good* in a 10′ radius; and, *detection of gems, kind, and number* in a 5′ radius. The sword can, "see" through a gem set in its hilt, above the handgrip.

When someone approaches Mironus, the sword shrieks piercingly for rescue. If a dwarf or gnome holds it, the sword uses the appropriate language (dwarven, by preference). If not, Mironus will use an alignment tongue.

There's one major problem with Mironus. It has been trapped alone in this room for over 120 years and is a bit screwy. Should it be rescued by a party member, the sword *never, ever* allows that character to leave it alone, anywhere, anytime, for any reason (including taking baths, etc.). The sword is very worried about being deserted again and screams as loudly as possible until brought along. It's also afraid of the dark, and always glows at full strength (equal to a *light* spell) at night or in darkness — even in a scabbard.

The DM should have some fun with Mironus and not make it too much of a liability. A well-played sword adds a lot of flavor to a character's treasure hoard.

Mironus knows the exact nature of Sir Frederick's armor and shield, but knows nothing about how the tower was top pled or exactly how long the sword has been lying there (i.e., he'll answer "forever").

Should the party wish to *resurrect* Sir Frederick, remember that he's been dead for 120 years. The DM should assume that he was a neutral-good cavalier of 12th level, with very high ability scores (create all statistics as desired). If brought back to life, he asks for the return of his magic items (including Mironus) and, offers to aid the party for the duration of their mission. He would especially like to find Uthion, his liege and friend.

Tower level 4

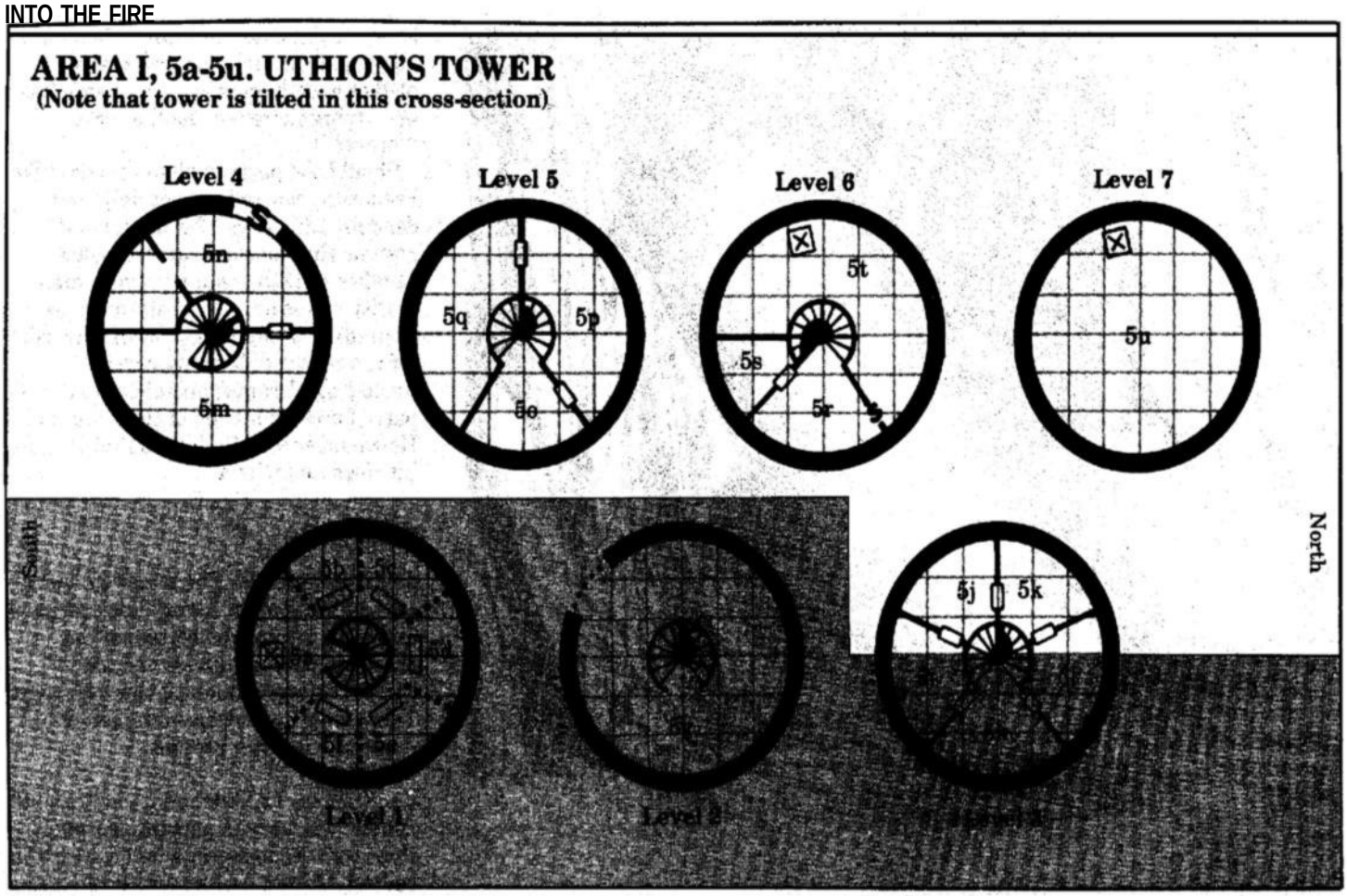
*5m. Dining Room.* The stairway opens into a dining area. A very large, ornate table lies toward the bottom of the chamber, with a number of broken chairs scattered amongst the wreckage. There is an open door on the left. No items of value are present.

*5n. Kitchen.* The kitchen is choked with rubble. The only important aspect of this room is the secret window near the ceiling. Uthion used to watch the creatures of the lake from this window, and it doubled as an emergency exit and entrance. The secret window can only be detected by normal physical means (as a secret door); no magical means of detection works. The door leading to area 5m requires five man-hours of work to clear away the debris. A fine set of silverware (worth 5,000 gp in total) is scattered around the room.

Tower level 5

This was where Uthion's new apprentice was to live. Uthion had just finished equipping the rooms when Flame attacked.

*5o. Display hall.* In this room are six disoriented paintings hanging on the outer wall, depicting various scenes of mighty good mages battling the forces of evil. The paintings could be sold for 200 gp each.




*5p. Apprentice's library and workroom.* Read this to the party only after it first enters this room.

> The door is unlocked and gives way easily. Suddenly you are struck by an avalanch of books, glassware, and furniture. Colored smokes and liquids pour from every crevice.

The party is not harmed in any way by falling debris. Note any possible effects on personal protection spells *(e.g., stoneskin).* The party enters the room to find:

> A door is obvious to the upper left of the chamber. Lining the walls of this chamber are rows upon rows of shelves and benches. They are now completely empty, except for one small bottle precariously balanced on the edge of a table leg. It begins to wobble and . . .

The DM should determine which of the first few characters the bottle falls toward. If the character rolls his dexterity or less on a d20, he can catch the bottle (providing, of course that his hands are free to do so). If he fails, the potion saves (as crystal) vs. crushing blow or smashes on the ground. The potion is *oil of slipperiness* and should provide some comic relief for the DM. It is impossible to stand up in the room until the *oil* is removed (see *DMG,* page 127), and the DM should modify any attempts at getting into area 5q accordingly.

*5q. Apprentice's quarters.*

> The door opens to reveal what must have once been a quite beautiful bedroom. Remnants of silk sheets and fur-lined pillows lie under a toppled oak-framed bed. A large chest remains sealed shut on top of a small bureau. A fallen closet lies at the far side of the room.

The sheets are damaged and worthless, but the fur in the pillows can be removed and is worth a total of 100 gp. The bureau contains nothing of value, and the closet contains normal robes and cloaks of varying colors (no value).

The chest contains nothing at all but is locked. The key was formerly on top of the chest, but is now buried under the closet. The chest itself is worth 5,000 gp and can be used for a *Leomund's secret chest* spell if the replica is possessed (see area 5u).

Tower level 6

*5r. Display hall.* This room appears to be the same as, though smaller than, the room below it (area 5o). All the paintings have been crushed by falling debris. The stairs end on this level.

The door on the south side of this room is a trap (see area 5s) and the real entrance to Uthion's former quarters is a secret door on the left (see area 5t). The secret door can only be detected by normal physical means. No magic whatsoever reveals its presence, although *x-ray vision* or a similar spell works normally.

*5s. Trap room.* If the door leading to this room is opened, all characters present are affected by a *symbol of pain.* Uthion cast this spell using a scroll he found, so the magic is at the 19th level of ability.

*5t. Uthion's quarters.* The secret door leads into a magnificent bedroom. The room, however, has been searched already by Flame's slaves. Tattered sheets lie on the remains of the bed, and the rest of the furnishings — the closets, chests, and bureaus — stand empty. There are no items of value in here. There is a secret trap door in the ceiling which leads to level 7 (area 5u). As with the other secret doors in the tower, it is detectable by physical means only.

Tower level 7

*5u. Uthion's library and workroom.*

You climb through the trap door and enter a massive library and workroom, occupying all of this level. Rows of shredded, crushed books — once priceless — lie on the floor. Piles of glassware and spell components have been swept into the corners. A few large chunks of crystal clear glass lie on a piece of red velvet cloth in the middle of the floor. A wooden stand lies beside it. A large hole is in the ceiling, opening through the wooden roof to the outside.

Flame's slaves, dropped in through the ceiling, have removed most everything of value from this room already.

Under a pile of rubble, the broken bones of man wearing white robes can be found, with a small replica of a chest in his hands (under his body). The chest is the matching component to the chest in area 5q. The command words are on a small slip of paper inside the chest.

The shards of glass in the center of the room are the remains of a *crystal ball with clairaudience.* Only a *wish* spell (or similar magic) can restore it to working form.

**6. Hot Springs.** This is a old lava vent that serves as the heated water source for the crater.

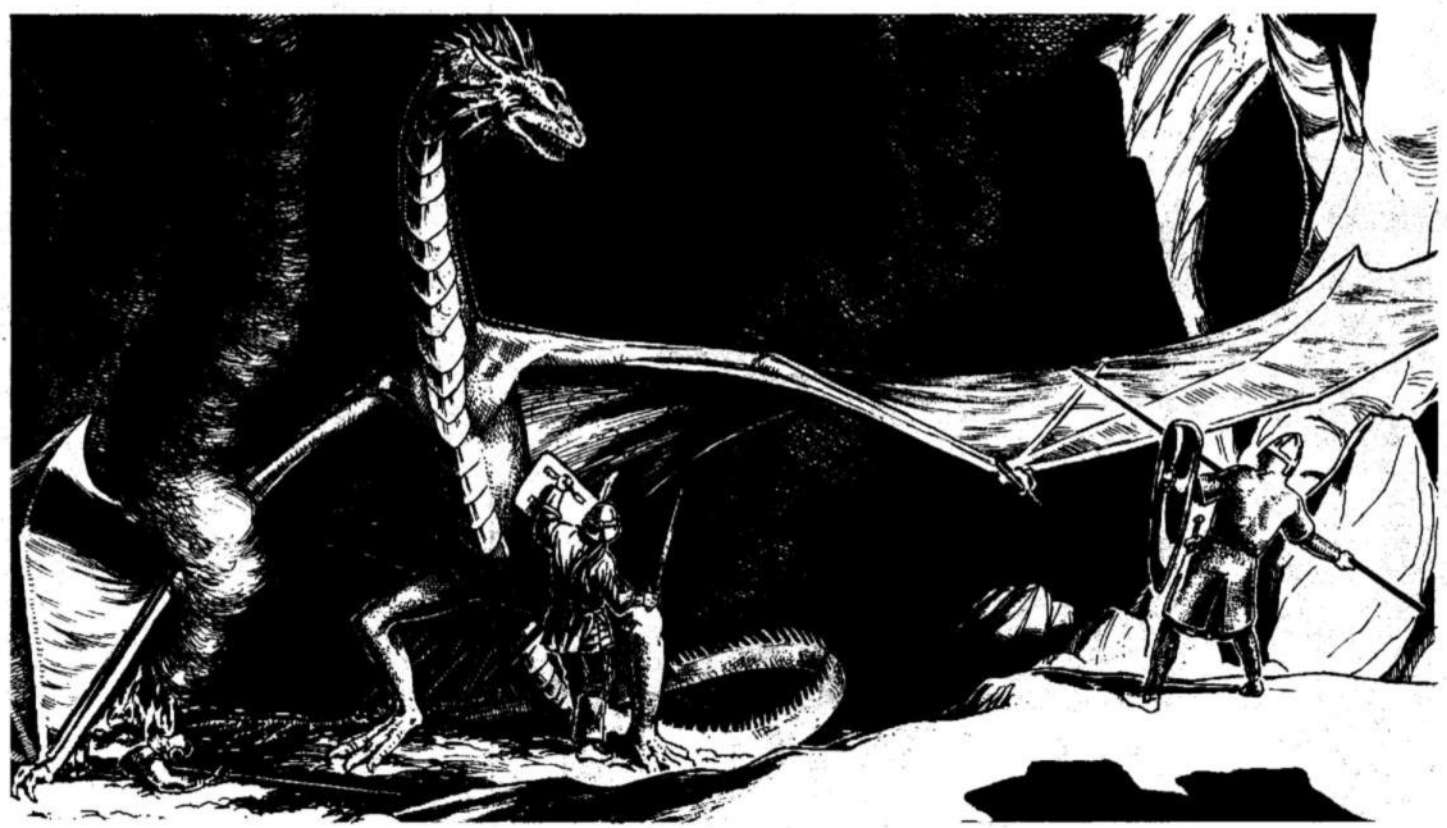
### J. The Big Valley

This long, lush valley is heated by a stream from a hot spring that flows from east to west. It is a safe haven, but as with Lake Deriun (area D), the chance for wandering monsters should be doubled (i.e., 2 in 6). The DM may wish to add his or her own personal touch to encounters here.

### K. Deep Gnome Settlement

A small cave is located here. It is apparently empty, but a secret trap door can be found in the rear of the cave after a careful search. The door opens into a deep shaft with a ladder mounted on one side. The ladder is made of some unknown metal, and the shaft descends for hundreds of feet below the earth's surface. If any character climbs down the ladder, he arrives at the lair of a huge colony of svirfneblin, or deep gnomes. The DM should discourage this discovery or else prepare this underworld ahead of time.

This is the cave in which Sir Hujer died after the deep gnomes found him. The gnomes know nothing about Flame, but buried deep in their ancient records is a metal tablet which describes how a great "fire beast" came from the sky and snatched a group of svirfneblin workers. They were never heard from again. The tablet's date (when translated into the local calendar) indicates this encounter occurred about 110 human years ago.



### L. Statue of the Child

A 30'-tall statue of a young girl, sitting down and crying, rests on a ledge about 50' above the pass. The workmanship is human and very old. For more on this statue, see area M.

### M. Pass of the Parents

At the entrance to this pass into the mountains stand two gigantic statues. A 100' man (to the west) faces an equally tall woman (to the east), their arms reaching toward one another with palms up, obviously distraught. The workmanship is human and the style, an ancient one, fits that of the child's statue in area L. All of the statues have been carved from living rock and are well supported by surrounding rock. The statues are non-magical. These works are so old that not even the elves know anything about their origins or their purpose.

### N. Fort Wheelan

This is another frontier outpost, identical in almost all respects to Fort Silan (area A). No one here knows anything more about the missing patrol, and all are busy making preparations for a possible invasion from the west. This would have been the final stop for the now-missing patrol.

The post commander, Sir Erikksun, orders an escort for the characters back to the capital if the group has completed its mission. The commander may also send a force to investigate the dragon's cave if the dragon has been slain. Any extra treasure found by the investigative patrol will be recovered and returned to the fort, to eventually be sent to the capital.

### Concluding the Quest

Should the party successfully defeat Flame, determine that there is no real invasion, and recover the documents detailing the fate of the young prince, the king is incredibly grateful and very receptive to any requests from the characters. It is highly unlikely that the party members will ask for money after finding so much in Flame's lair, but spells and magic items are always on characters' minds. Remember that the king's reach and influence far exceeds his actual supplies and resources. The sages of the royal library are perhaps the most knowledgeable in the land; if information exists on a certain topic, it can probably be located among the numerous tomes and scrolls in the sages' keeping.

There are a number of spin-offs possible after the characters finish their main task, the most obvious of which is to track down the missing prince, now 24 years old. This could be developed as a detective story or a rescue mission (or both).

The characters may also have recovered the false treasure map from Jalussa's private papers (area 4d). This was written long ago with the intention of sending his enemies or any mutinous crewmen into a deadly trap as payment for their treachery. This adventure could be quite dangerous, but the trip itself might prove profitable.

Jalussa's personal papers also provide the DM with an ideal medium for clue-dropping and adventure prompting. A wandering group of pirates could have recorded the location of hundreds of interesting objects, places, and events on the high seas which could lead to prolonged voyages if the party's in the mood.

If the svirfneblin were discovered, a number of related adventures can be designed including the establishing of trade with the deep gnomes, alliances with them, quests to help, them against their enemies, etc.

Finally, the encounters listed in the section entitled "The Adventure" may be expanded into adventures in their own right. are more trolls on their way north? What will become of the bandit gang? What of the ogres and undead beings? The characters may find that they have much to keep them busy in the Western Mountains.

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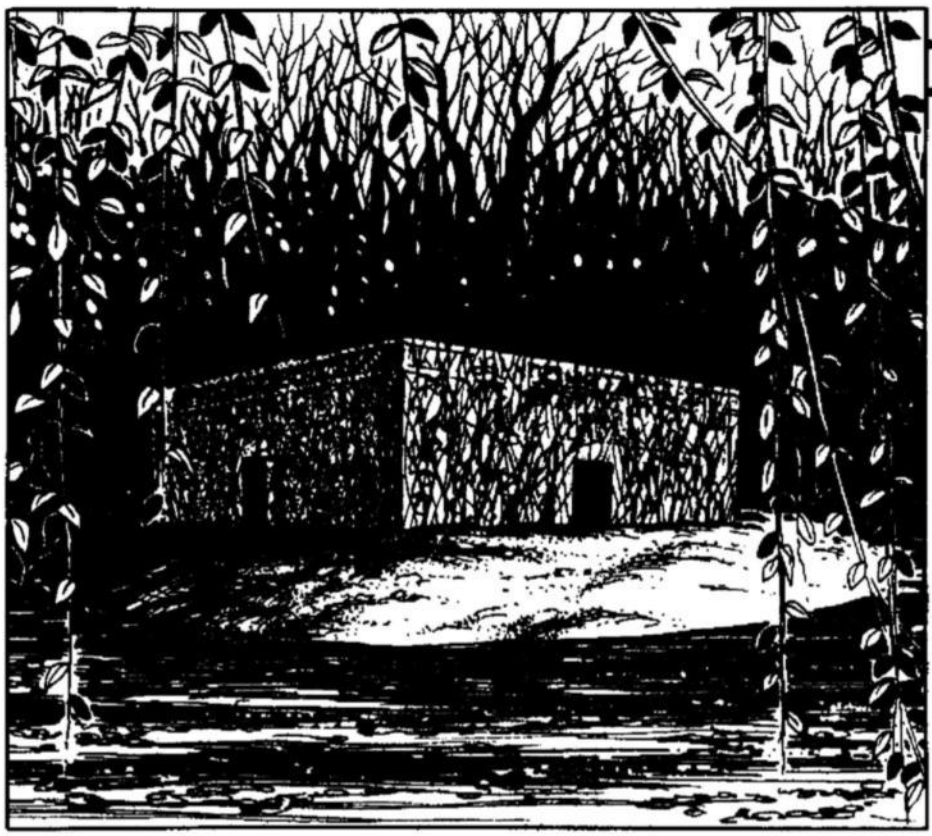


# GUARDIANS OF THE TOMB

BY CARL SMITH

## Vengeance awaits beyond the grave

*Though his true love lies in Westerns, Carl Smith has been active in fantasy and science-fiction gaming for years. He was a part of the DRAGONLANCE™ design team for TSR, Inc, and worked on CA1,* Swords of the Undercity, *an AD&D module set in the LANKHMAR™ universe. He is currently a freelance writer and contributing editor for* Model Retailer *magazine.*

This AD&D® game encounter takes place at an abandoned shrine to a forgotten thief, possibly an avatar of some evil, well-known god of thieves. A group of 2-6 characters is recommended, each of 3rd-5th level. A cleric would be extremely helpful, and an assortment of magical weapons is necessary. This scenario may be dropped into an ongoing campaign, as the player characters are traveling along a minor road in a forested region. The time is late in the day.

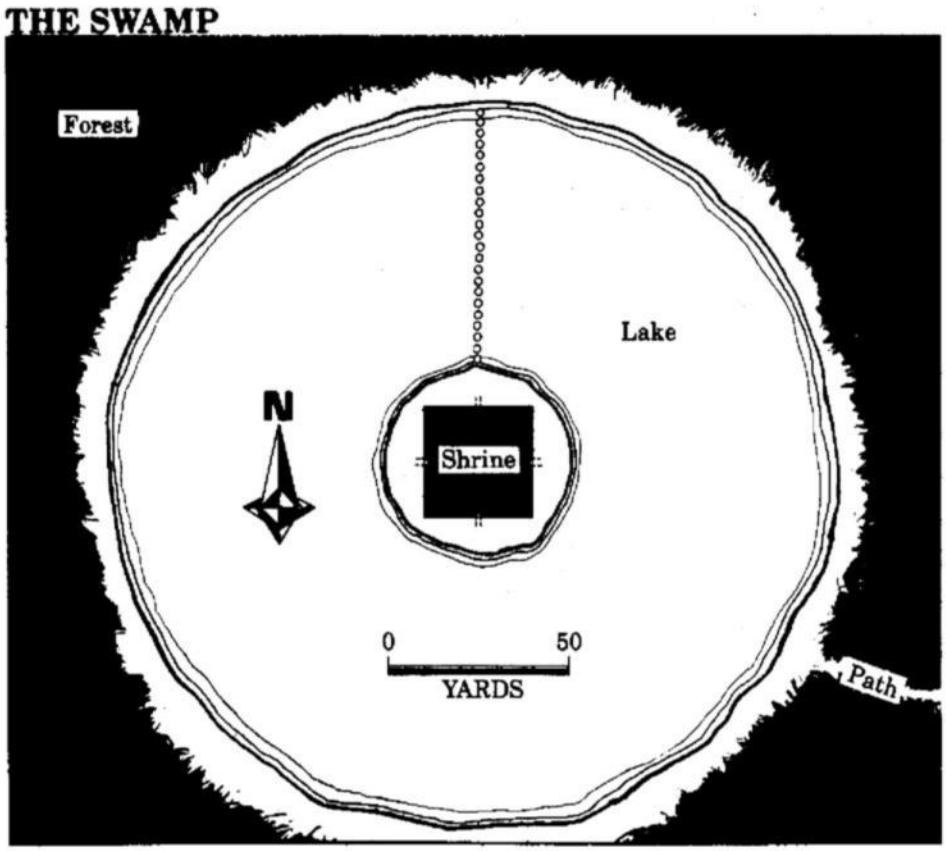
### The Path

> A fluke of the afternoon sun's rays reveals a narrow trail, partially overgrown with straight, young hardwood saplings and a multitude of weeds, leading off the road you travel. Under other conditions, you would have walked past it.

A successful examination by a ranger, barbarian, or skilled forester shows the manmade trail to be unused by men or large manlike creatures for several months. The saplings took at least four years to reach their present height, and, though they do not block the path, their unbroken state shows that nothing of any size has passed this way for years. Any player character successfully checking finds no evidence of traps or other beings in the area. In fact, no wildlife inhabits this area at all, and no birds are seen or heard—a fact that a druid (and possibly a ranger or barbarian) would notice at once.

### The Swamp

If the player characters follow the overgrown path for a mile, they come to a clearing in the woods, in which stands a dilapidated shrine on an island in a shallow marsh. The marsh is approximately 200 yards across, but only 5' deep. It functions as a moat for the shrine.




The overgrown path is not difficult to follow, although overhanging branches need to be chopped away. Ahead lies a clearing with a stagnant, algae-choked marsh. In the center of the marsh rises a small isle of land with a building almost as large as the island. Climbing vines and moss cover the building, concealing most of its decorative stonework. An entrance to the building is visible on one side of the structure. No bridge crosses the swamp to the island. There seems to be an odd chill in the air as well, one difficult to define; the air temperature is certainly warm.

A good-aligned cleric has a 5% chance per level of sensing, without use of magic, the presence of profound evil nearby. This presence seems to come from all directions. Any character who roll a percentile score equal to his intelligence, expressed as a percentage, gains the further feeling that he is being watched — though no watcher can be detected. The use of a *detect invisibility* spell has a 5% chance per level of the user of gaining a brief glimpse of a dark, featureless human form in a shadowy part of the undergrowth — but the figure then moves away, and no other figures can be seen. A cleric's attempt to *turn undead* produces no noticeable effect at this time. A *detect evil* spell produces a vague reading of evil all about the characters; a *detect magic* spell also produces a vague reading.

An exploratory probe of the murky green water around the small lake's shore reveals that three inches below the surface of the water lies a bridge of stepping stones, leading out from the shore directly across from the northern entrance in the overgrown structure. Each stone is about 1′ square, and approximately 2′ separate each stone.

Slime and aquatic residue coat each stone. Player characters may cross at a slow walking speed, but characters with dexterities under 13 and those who are traveling at a lower-than-normal speed due to extra encumbrance must check to see if they fall in the water. A check consists of a saving throw vs. paralysis, with failure indicating a fall. The water is only 5′ deep, but it is filled with razorweed (see below). No other animal life exists in the lake, and a fall in itself does no damage. Those attempting to run across the stone walkway automatically fall unless they are unencumbered, have dexterities of 17 or greater, and pass the saving throw noted above. A falling runner has a 40% chance of hitting a stone step in the fall, doing 1-3 hp damage — and damage from the razorweed is automatically raised to the maximum possible on the first round of such damage taken.

Anyone attempting to *fly* or *levitate* across the lake discovers unexpected turbulence. Warm air over the lake contacts the cooler air from the surrounding woods, causing sudden drafts. The chances of turbulence disturbing a flight over the lake is 75% on warm days only.

Characters find that maintaining flight (by animal, spell, or device) is difficult but not impossible (flight speed slowed by 1″ per 6″ normal speed, so flight at 12″ becomes 10″). However, those *levitating* across may find themselves at the mercy of the winds, even being pushed into trees at the lake's edge or into the shrine itself (causing 1-4 hp damage per round) — or down into the lake's razorweed.

## RAZORWEED

FREQUENCY *Rare*
NO. APPEARING: *One patch*
ARMOR CLASS: *0 on dry land, 4 in the water*
MOVE: *Nil*
HIT DICE: *2 HD per square yard*
% IN LAIR: *Nil*
TREASURE TYPE: *Incidental only*
NO. OF ATTACKS: See below
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: *Destruction of armor*
SPECIAL DEFENSES: *Diffraction of water causes -1 to attackers' "to hit" roll; see also below*
MAGIC RESISTANCE: *5%*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *L (2d20 x 10 square yards)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Razorweed looks like normal aquatic grass, but both the sea and freshwater varieties are more blue in color than their normal counterparts. A player character has a chance of noticing its saw-toothed, sharp edges by casual inspection; this chance is equal to a

percentile roll of 5% per intelligence point of the character. Anyone who deliberately examines the weed or who has encountered razorweed before has a 95% chance of knowing it for what it is.

Razorweed occurs most often in tropical seas and lakes, though occasional patches appear in temperate climates. A dry-land species that resembles a Spanish bayonet in size and shape is known as well.

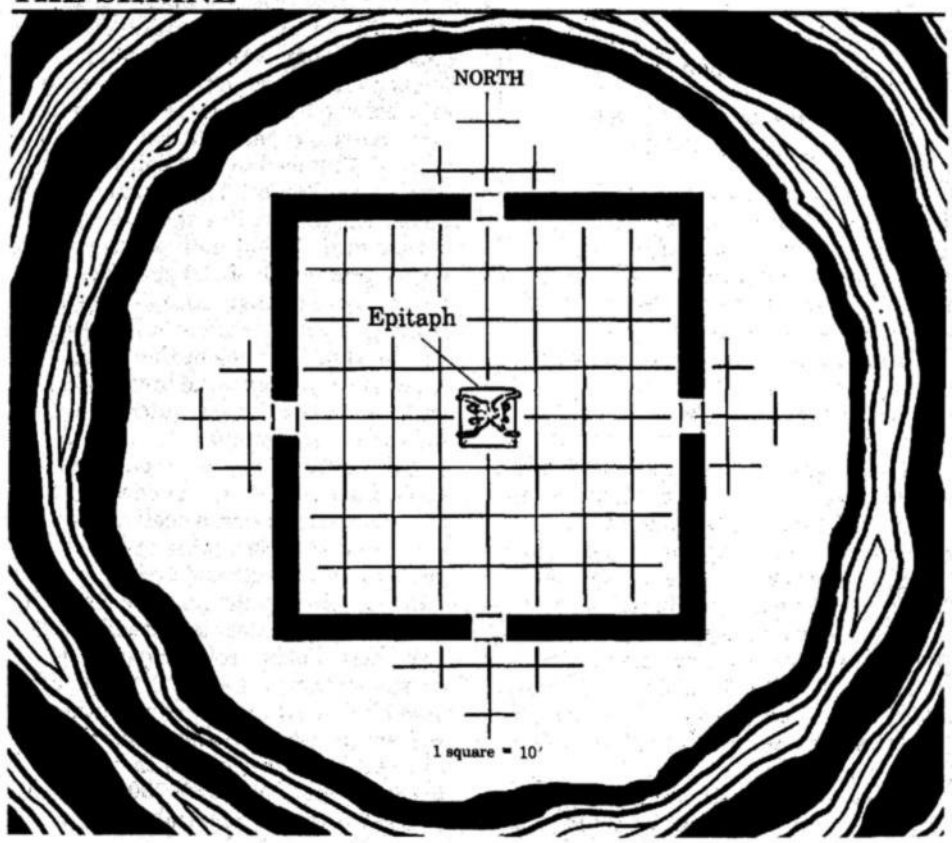
Anyone falling or walking into a patch of razorweed suffers immediate slashing damage from the hundreds of bladelike leaves on the plant. This damage varies with the size and surface area of the victim. Human-shaped beings take 1d4 hp damage if they are 3′ or less in height; for every foot of height over 3′, an extra 1d4 hp damage is taken. Four-legged beings take 2d4 hp damage if 3′ high or less at the shoulders, and an extra 2d4 hp damage for every 1′ over that height.

All cloth, leather, and paper goods exposed to razor-weed attacks must save vs. normal blow each round or else be cut to pieces. Ropes and items of thin wood (½″ or less in thickness) must also save or be destroyed. Leather and padded armor are reduced in AC value one step for each round exposed to this growth, and ring, scale, and studded-leather armor are reduced one step every three rounds they are in razorweed. Other armors are immune to this effect, as they cannot be so easily slashed apart. Any damaged armor remains in damaged condition until repaired by qualified armorers, tailors, and leather-workers (see page 29, *DMG).* Magical armor loses its magical powers if the saving throw noted above is failed.

Any treasure found in a patch of this material is purely incidental, left over from previous victims. Treasure types J-N (x5), Q, and C (magic only) are suggested. Patches of strangeweed (see the *Monster Manual)* often grow in and around razorweed, making for a deadly combination in certain oceanic areas.

Razorweed burns easily if dry, but wet razorweed takes only half damage from fire. Submerged razorweed is, of course, immune to fire. Razorweed is immune to lightning and electrical effects, but it can be chopped apart by bladed weapons. Blunt weapons do not affect razorweed at all, and it cannot be affected by bare-handed attacks. Destroying a square yard of this weed is sufficient to protect a humanlike being from further attacks (unless a new patch of razorweed is entered). A horse-sized quadruped can be affected by up to 10 square yards of razorweed, or by lesser amounts if smaller.

**THE SHRINE**




### The Shrine

The island in the swamp is only 140′ across and basically circular in shape. Though the ground is soft, it is strong enough to support anyone's weight up to one ton. Creatures weighing over this amount must move at half-normal speed. Weeds grow to a depth of 3′ around the isle.

The building is an ancient tomb to a legendary thief, born many hundreds of years ago, named Kholum the Swift. The shrine is blocklike, 90′ to each side and 30′ high, and each side has a door 10′ high by 6′ wide in the middle of it. The granite walls are 4′ thick. There are four open entrances, one for each point of the compass. Carved above each door is a name: (North) Pride, (East) Hate, (South) Treachery, and (West) Greed. The player characters may enter through any entrance they wish. Light enters the building through four 5′ x 5′ windows covered with rusted steel grates which are set in the roof. The spaces between the bars are each 1′ across.

Anyone checking for traps as the building is entered notes none around the doorways, though the floor on the inside of the shrine by the doorways appears to have been scratched and marred in the past. Interestingly, the stone forming the door frames is perfectly smooth, unlike the rest of the building.

> The inside of the building makes it apparent that the structure is a shrine of some sort, possibly a temple or tomb. Huge, twin statues, set back to back with their arms raised, stand in the middle of the huge room on a stone platform. Each statue depicts a thin, narrow-faced human male wearing belted robes and sandals. The eyes of the statues seem to glow with light and follow your every, movement. No weeds grow between the flat stones making up the floor, and no sign of life can be seen inside. Odd bits of debris litter the area.

Words carved on the northern face of the stone platform say, in an old variant of the common tongue:

KHOLUM THE SWIFT
Lord of the Night

*Of the best I was, but you must put aside the old ways and see that everything here has a place. If you steal from me, I steal from you. Why tempt futility and disturb my sleep when all things must be where they are? Things taken will come full circle, for though the day calls you master, my servants rule the night.*

This inscription is an oblique reference to the traps and the guardians of the treasure.

The odd debris, upon examination, proves to be bits of armor, weapons, and equipment, from many years ago, left lying on the floor of the building to rust and rot. No bones are present, however (the owners were turned into undead shadows). Most of the debris is clustered near the four doorways or in corners of the shrine's interior. None of the debris is magical.

The two statues, standing with widely separated feet and joined at the back for support, are of Kholum, the thief buried in this tomb. Each figure holds its arms out at shoulder-height, palms up; their palms correspond with the median compass points, (northeast, southeast, southwest, and northwest). The statues are 20′ tall, their palms 16″ from the ground, and they rest atop a single 3′ - tall, 12′ -square stone platform. The statues are cast from solid bronze and are now covered with verdigris. The statues have eyes of engraved *glassteel* crystal (500 gp value) which catch all light and reflect it, giving everyone inside the shrine the impression that they are being individually watched. The eyes radiate faint magic.

Anyone making a *detect traps* or *locate secret doors* roll discovers that several of the engraved words on the stone are on sections of stone that may be pressed into the platform, as either a trap or secret door trigger. If any characters push in the given words from the epitaph — STEAL FROM ME — a secret door (3′ x 6′) opens in the space between the heels of the-stone statues, on the stone platform.

The secret door reveals a stone-sarcophagus with a lid weighing 300 lbs. Lifting the lid reveals the skeleton of a man in rotting robes, with dried, dark skin pulled over his features like fragile paper. The body is that of Kholum the Master Thief though by now characters may believe Kholum to be a lich, vampire, magic-user, etc. The skeleton is not undead. Clutched in the skeleton's left hand is an old steel dagger with a clean blade. The dagger, like the skeleton, is not magical. An old cloth pouch containing 47 gems (each of 100 gp value) lies on Kholum's ribcage. Also in the pouch is a slip of paper, reading "I STEAL FROM YOU" in ancient Common. The paper is very fragile and breaks apart with rough handling, requiring a *mending* spell to reassemble.

The, skeleton does not respond to a *speak with dead* spell, nor does move under an *animate dead* spell (due to past protective enchantments). The gems radiate magic and evil.

In addition, treasure may be found in the palms of the double statues' hands. Each palm holds a colored *glassteel* crystal statuette of a man 8″ high, colored blue (northeast), green (southeast), red (southwest), and amber (northwest). The statuettes, because of their workmanship, are each worth 750 gp. Each also radiates both magical evil auras. None of the four statuettes is immediately visible from the ground.

The moment that either the gems on the body or the statuettes in the hands of the twin statues are handled, each of the four entrances to the tomb is instantly sealed by a *wall of stone* spell cast at the 18th level of magic-user ability. These *walls of stone* can only be removed by a *dispel magic* or *disintegrate* spell, each spell affecting but one doorway. These *walls* remain in place for but one day, disappearing again at dawn on the day following that on which the treasures in the tomb were disturbed. Anyone caught in the doorway as the *walls* appear is hurled into the tomb's interior, taking 2-16 hp damage from the blast.

Within 2-5 turns following sundown, or within 2-5 turns if the theft occurred at night, the guardians of the tomb approach the shrine through the surrounding forest, drifting through the trees like shadows — which in fact they are (AC 7; MV 12"; HD 3 + 3; #AT 1; Dmg 2-5; SA drain one strength point per strike, turn victim into shadow at 0 strength; SD + 1 or better weapon needed to hit, immune to *charm/sleep/hold* spells, surprise 90% in absence of bright light; AL CE). These shadows were originally followers of Kholum who were slain as thieves and reincarnated by their deity as shadows to guard their former guildmaster's tomb. Over the centuries, these shadows have been joined by the spirits of graverobbers, wanderers, and others who were trapped in the tomb, until a small army of these creatures lurks in the area. By day, the shadows hide in the forest and avoid all contact with living creatures, though their presence drives away all wildlife. At night, the shadows gather at the tomb if summoned by magical triggers on the gems and statuettes mentioned above. There, the shadows attack intruders mindlessly until slain or until dawn comes, at which point they leave again.

The shadows float over the water of the lake as they approach the shrine, then rise into the air and enter the tomb through the′ grated ceiling windows. The DM should count the number of PCs and NPCs inside the tomb, double that number, and add a random number from 1-12 to get the total number of shadows who will attack. These shadows will pass by anyone who is not in the tomb unless they are attacked, in which case they counterattack.

Not all shadows present in the area come with each visitation; perhaps 100 shadows are present in the area around the shrine to Kholum, each new group appearing only at dusk if summoned by the magical traps in the tomb. If a whole group of shadows is slain, and if the gems and statuettes are left behind without being further molested, the surviving characters (minus any who were turned into shadows to join the unliving guardians) may escape at dawn when the *walls of stone* vanish.

Anyone who *levitates* up to the ceiling bars may attempt to *bend bars* to escape, but note that strength-draining by the shadows may harm this escape method unless done during the daytime.

These magical traps can be activated any number of times, even if the *walls of stone* are continuously destroyed. The treasure was meant only to cause the deaths of an unlimited number of beings — bait for the living cast by the dead. Only the use of a *wish* or an *exorcism* can remove the trigger on the tomb's traps. The shadows in the area must then be dealt with, as they will wander away, no longer bound to the tomb of Kholum the Swift.

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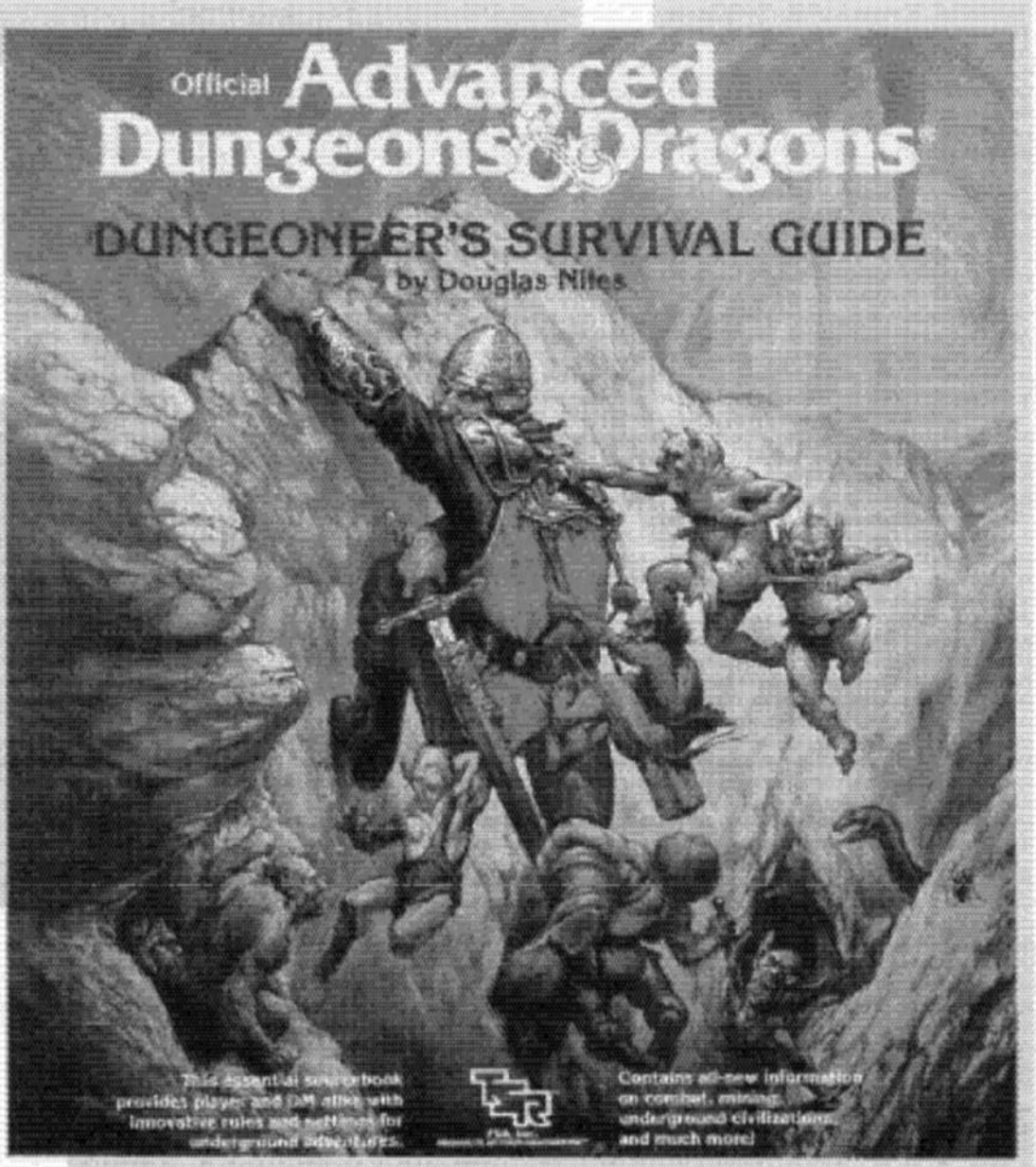
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